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Video Games for Life

August 2001

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Video Gaming

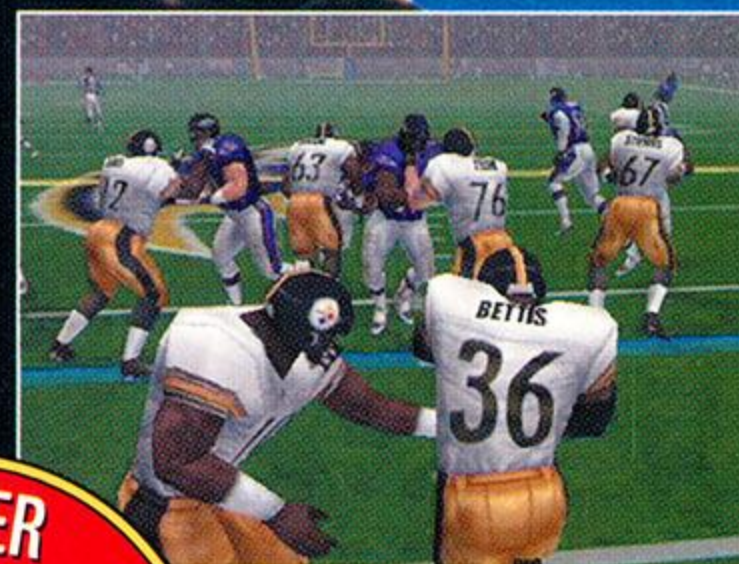
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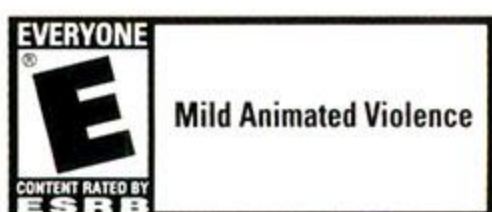
OVER 60 PREVIEWS: UNREAL TOURNAMENT QUAKE III MARIO TENNIS SPAWN & MORE

MEGAMAN 64 ■ NASCAR 2001 ■ STAR WARS: STARFIGHTER ■ DARKCLOUD ■ TIMESPLITTERS ■ PARASITE EVE 2





WHAT A WASTE  
OF A PERFECTLY  
GOOD BENCH.

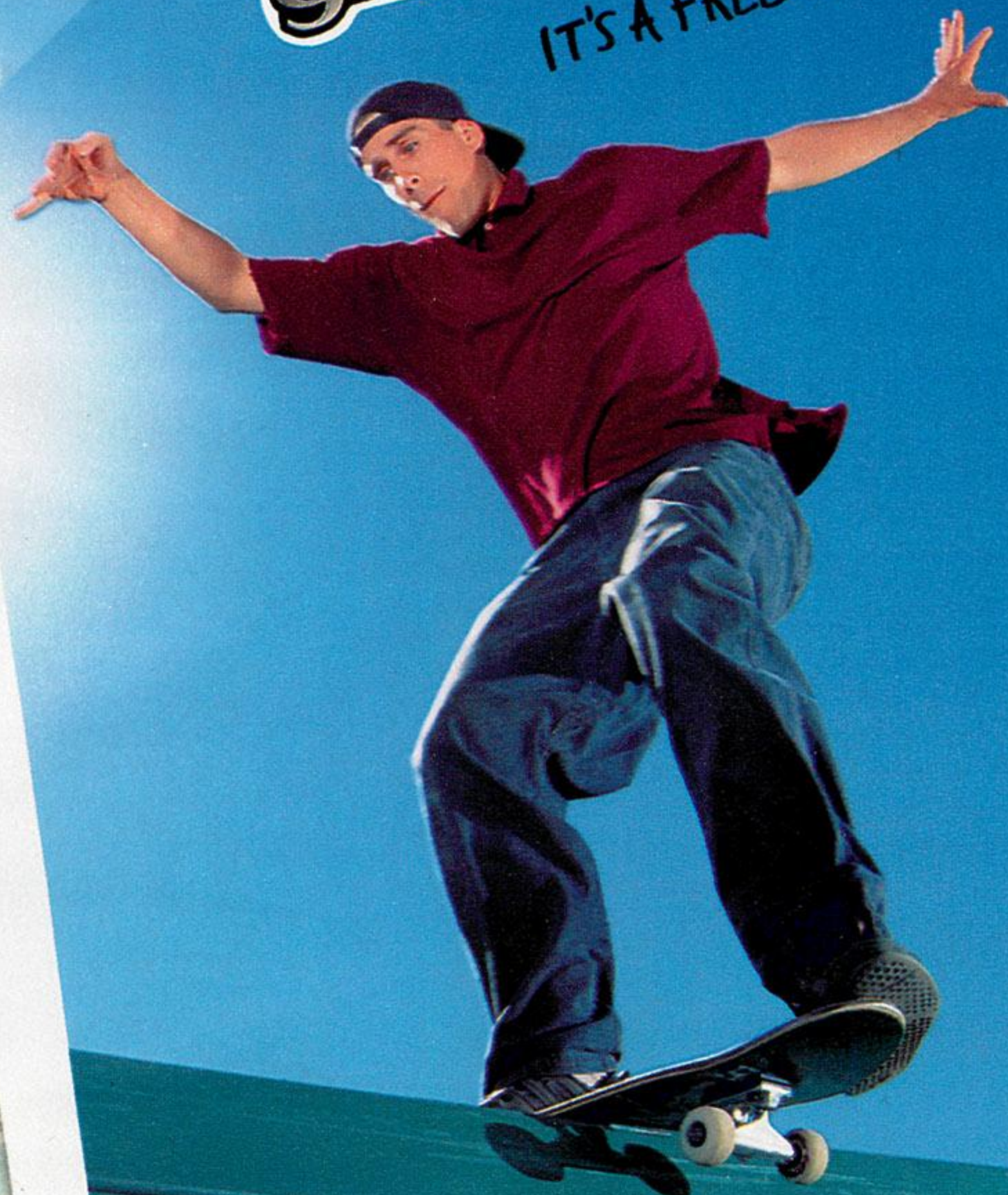


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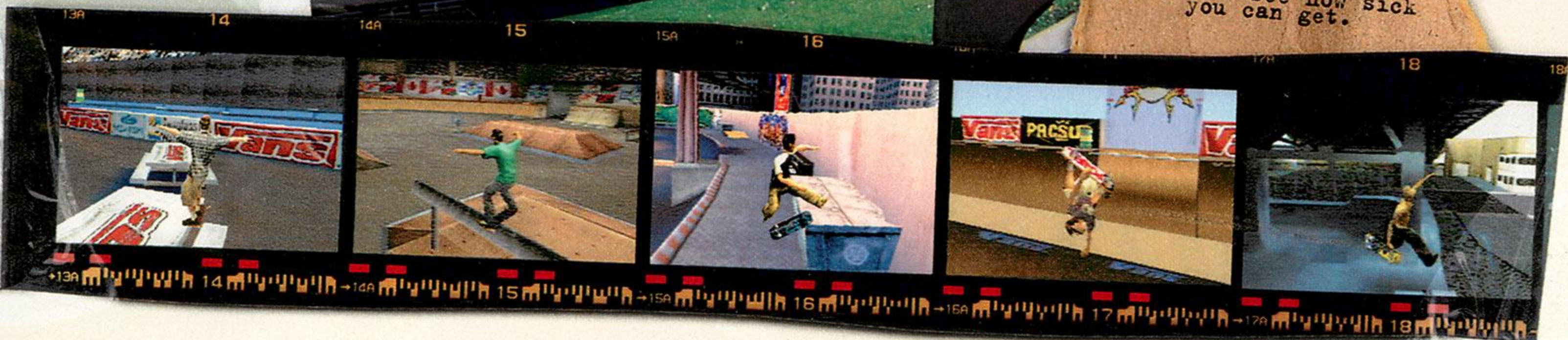


# grind @ session™

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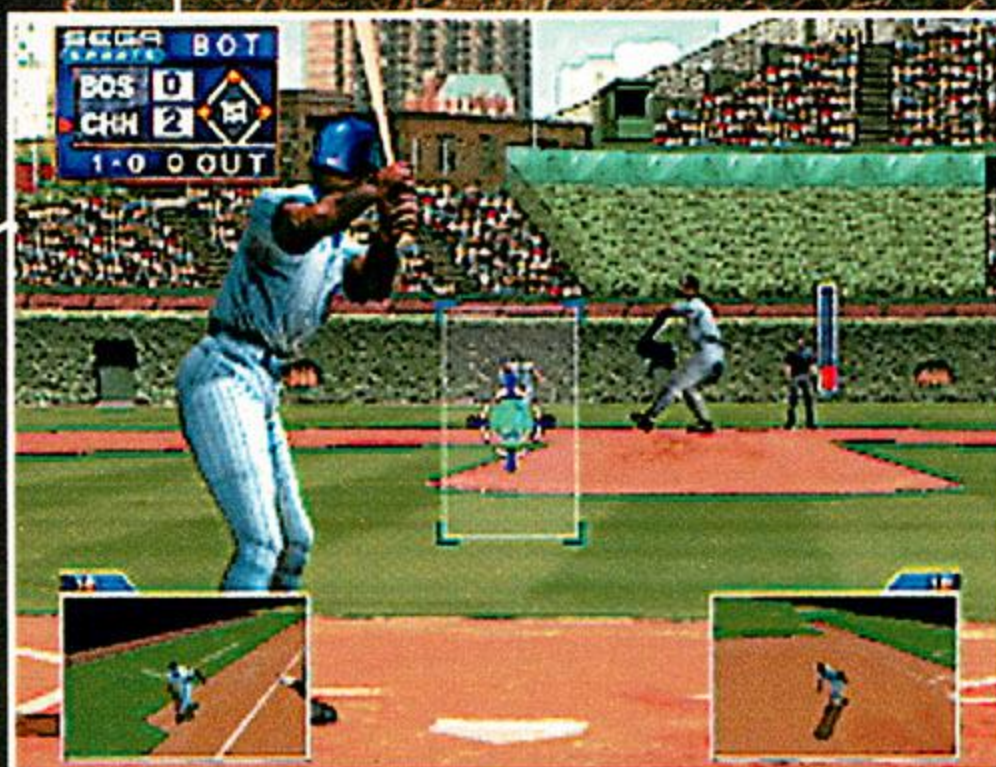
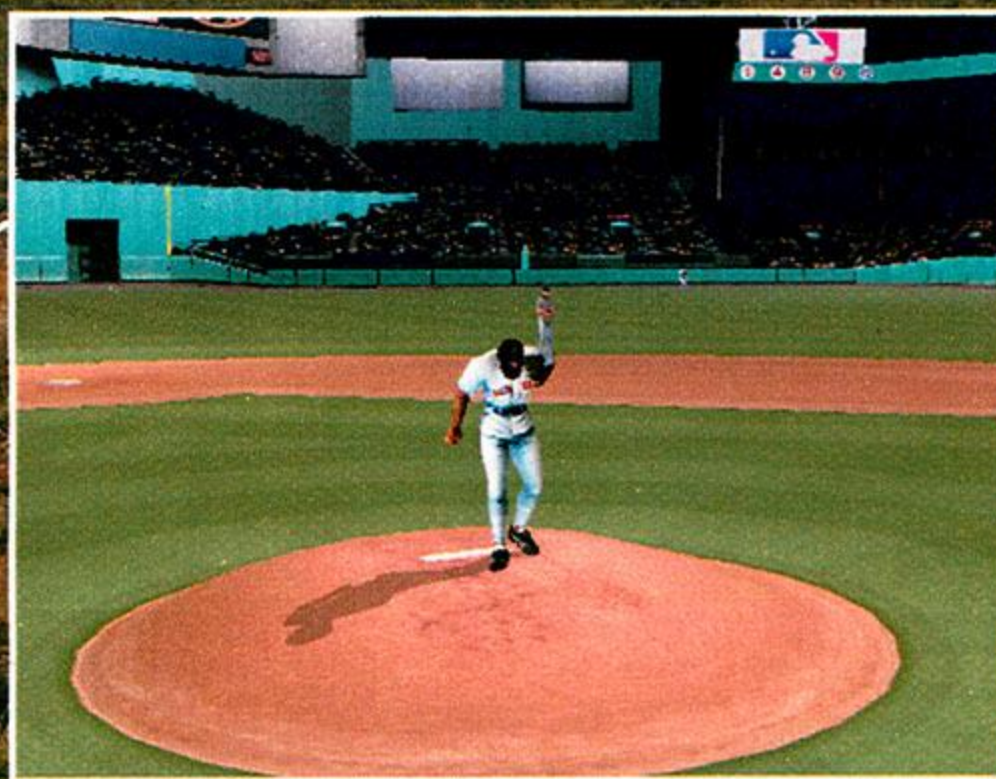
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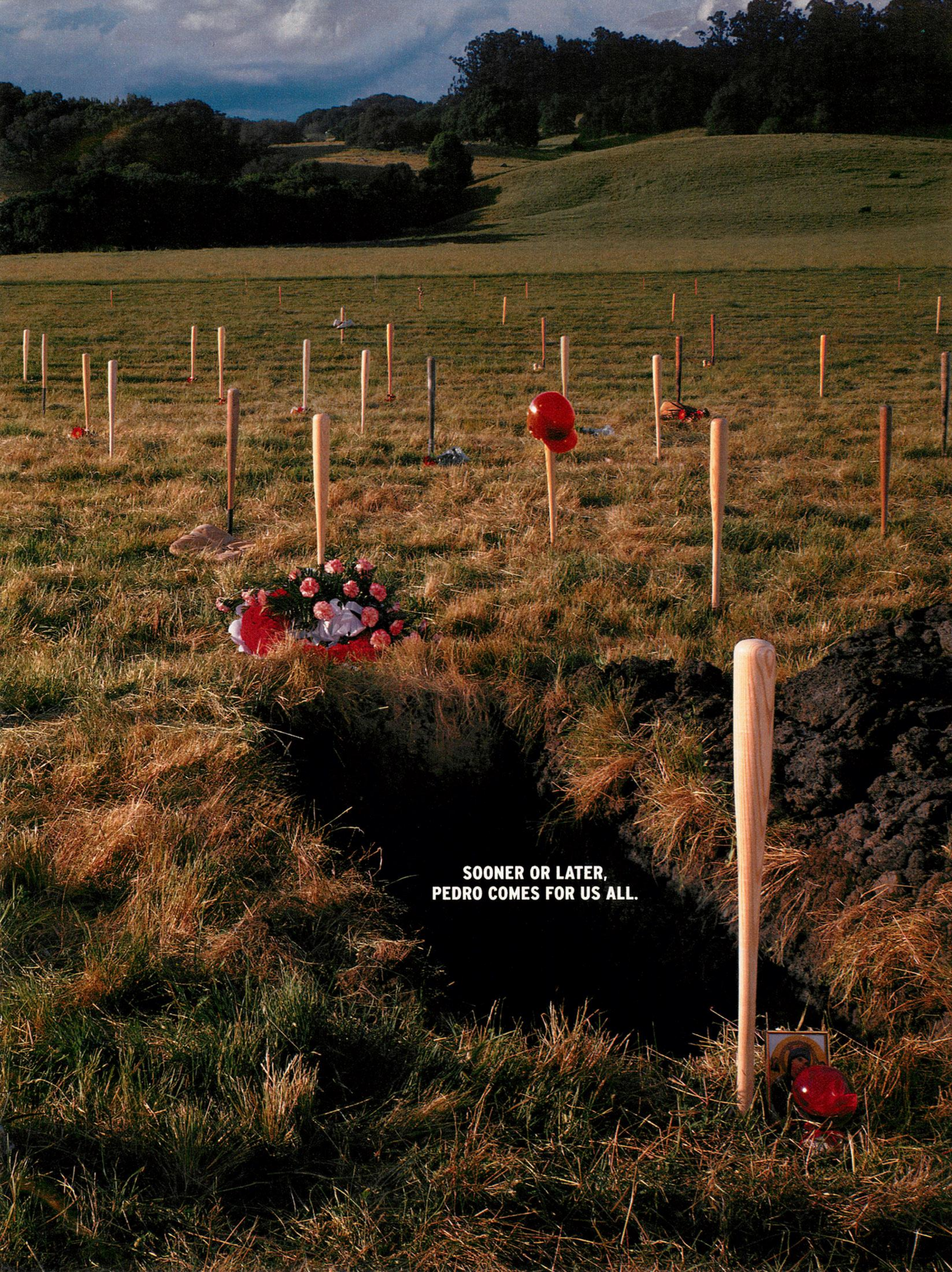
IT'S THINKING

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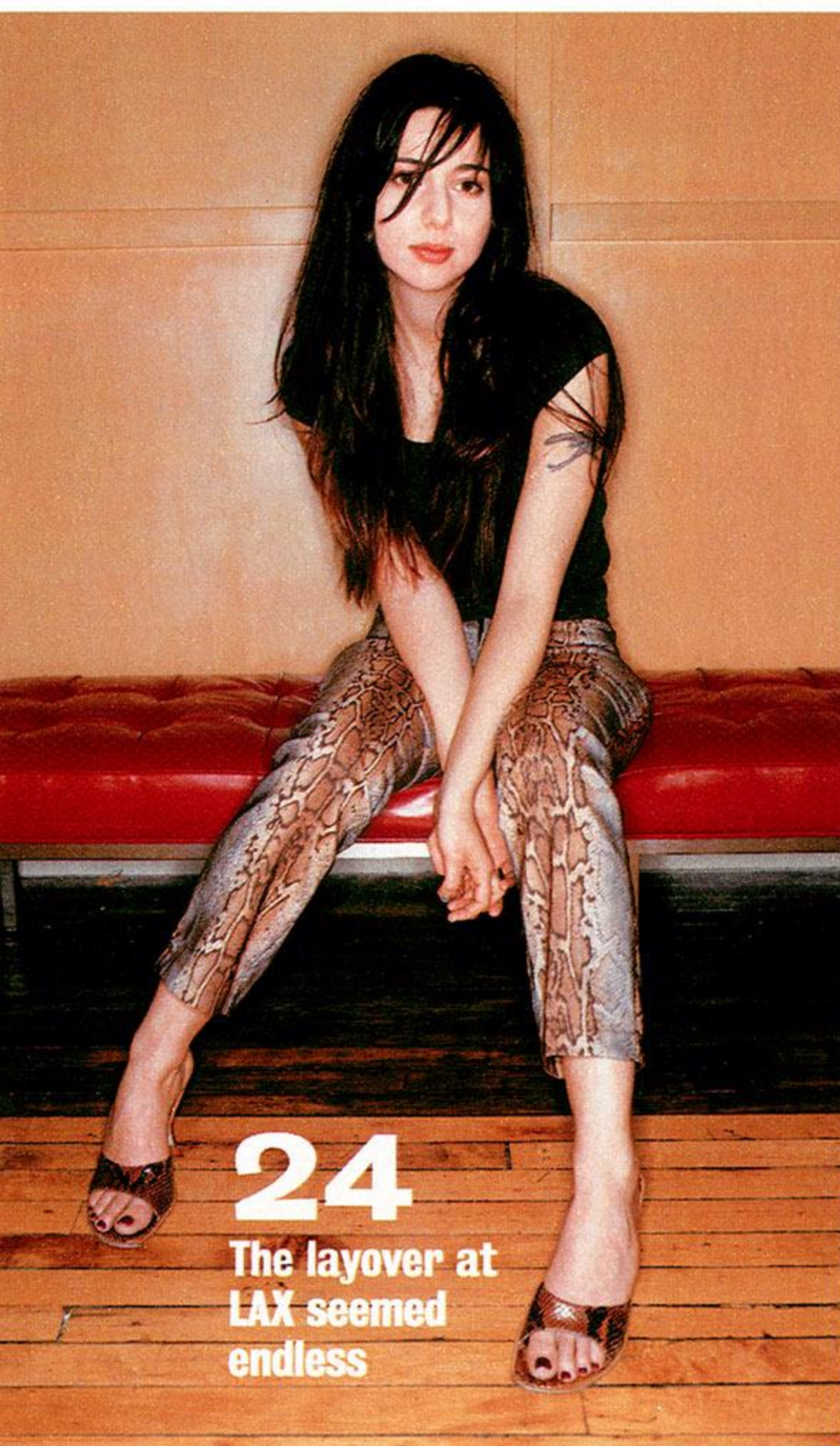
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August 2000 / Issue 9

## X-Men Cover Story

### Great Expectations 34

We were going to do an X-Men X-clusive X-travaganza alliteration thing here but decided against it. Instead, just check out our interviews with *X-Men* actors Hugh Jackman (Wolverine), James Marsden (Cyclops), Tyler Mane (Sabretooth) and Ray Park (Toad). And, of course, our preview of *X-Men: Mutant Academy*.



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The layover at LAX seemed endless

## Closet Gamer

### Paz Lenchantin 24

She's Argentinian, she plays bass for A Perfect Circle, and she's got a name that we're hoping we spelled right. Paz Lenchantin talks with us about games, music for games, telepathy, and magic wands.

## Sabretooth vs. Toad

### Live Evil 50

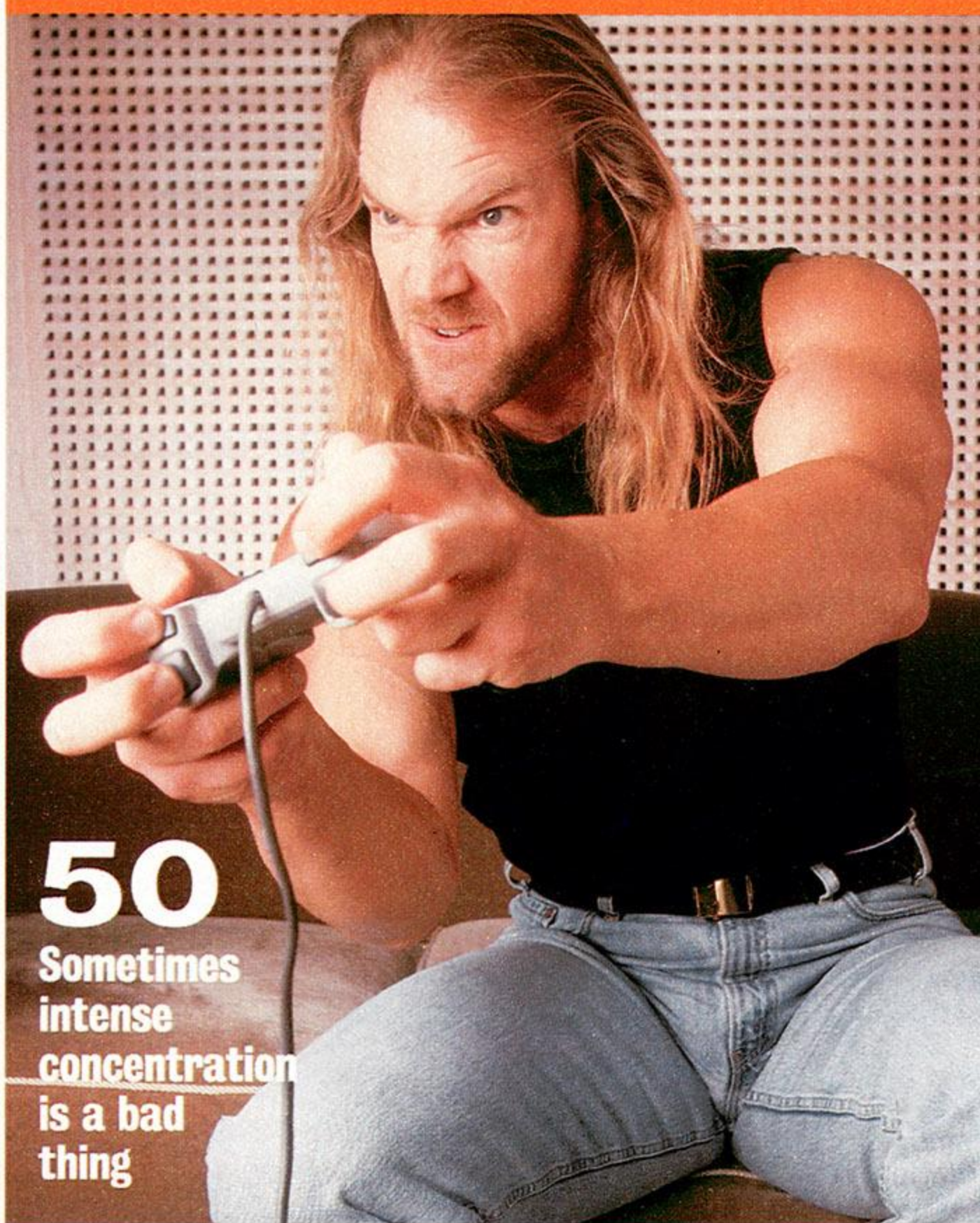
Evil vs. evil, the not-so-classic confrontation. We pit Tyler Mane, a.k.a. Sabretooth in *X-Men*, against Ray Park, a.k.a. Toad, in three heated rounds of – what else? – *X-Men: Mutant Academy*. Someone gets licked.



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Yet more proof that electric razors don't work

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Sometimes intense concentration is a bad thing



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## THIS MONTH'S SPECIALS

### WWF's Scotty Too Hotty

#### Electric Boogaloo

Scotty Too Hotty, half of reigning WWF Tag Team Champion duo Too Cool (partnered with Grand Master Sexay), breaks and boogies onto the pages of *incite*. Will D'Lo be able to take on Too Cool single-handedly?

### E3 extravaganza

#### It's a Wrap

We came, we saw, it kicked our asses. The annual Electronic Entertainment Expo blew through L.A., leaving a ton of new games and some juicy gossip in its wake. Get yer hot info right here.

### Bruce Campbell interview

#### Kicking Ash

The man, the myth, the legend gives us some sugar, and talks about *Evil Dead: Hail to the King*, THQ's upcoming PS/DC game, but not about how *Duke Nukem* shamelessly stole his catchphrases.

### Jimmy Chamberlin vs. DrumMania

#### Drum Schtick

You may know drummer Jimmy Chamberlin from such bands as The Smashing Pumpkins. When not an international rock star, he's a drum teacher – so who better to pound the skins of *DrumMania*?

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**Scotty Too Hotty playing two-handed Rock Scissors Paper**

## DEPARTMENTS AND THE OTHER STUFF

### Previews

# 64

The preview section is engorged and tingling this month, so huge it's scaring small children and threatening to blot out the sun. Stay tuned for *Timesplitters*, *Conker's Bad Fur Day*, *WWF Royal Rumble*, *Buffy the Vampire Slayer*, the new *Zelda*, and the talk of E3, *Metal Gear Solid 2*.

**PLUS!** Screenshot-tabulous looks at *Phantasy Star Online*, *Black & White*, *Quake III*, two new *Star Wars* games, *Ferrari 360*, and... we could go on and on.

### Reviews

# 104

It's a decidedly stinky month for reviews, what with all the E3 hype to wade through. Still, *Draconus* gets a thorough going-over, along with *Marvel vs. Capcom 2*, and *Legend of Mana* earns two big thumbs-up. If you think that's it, though, you don't know us very well.

### Strategy & Codes

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Let's see, it's only a *full walk-through* of *Perfect Dark*! That didn't take us very long. And *Jedi Power Battles*.

**SW: Jedi Power Battles PS**

# 114

**Perfect Dark N64**

# 120

**PLUS!** More codes, tips, secrets, and examples of old-fashioned Yankee ingenuity than we had drinks at E3.

### The Aforementioned Other Stuff

#### GAME PROSE

# 10

Eric is available for your photography needs, six degrees of Lennox Lewis, and Sea-Monkeys? Yes.

#### KEEPIN' IT REAL

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On the mean streets, ya gotta represent. Show your true colors with our gamer's gang sign guide.

#### READER SURVEY

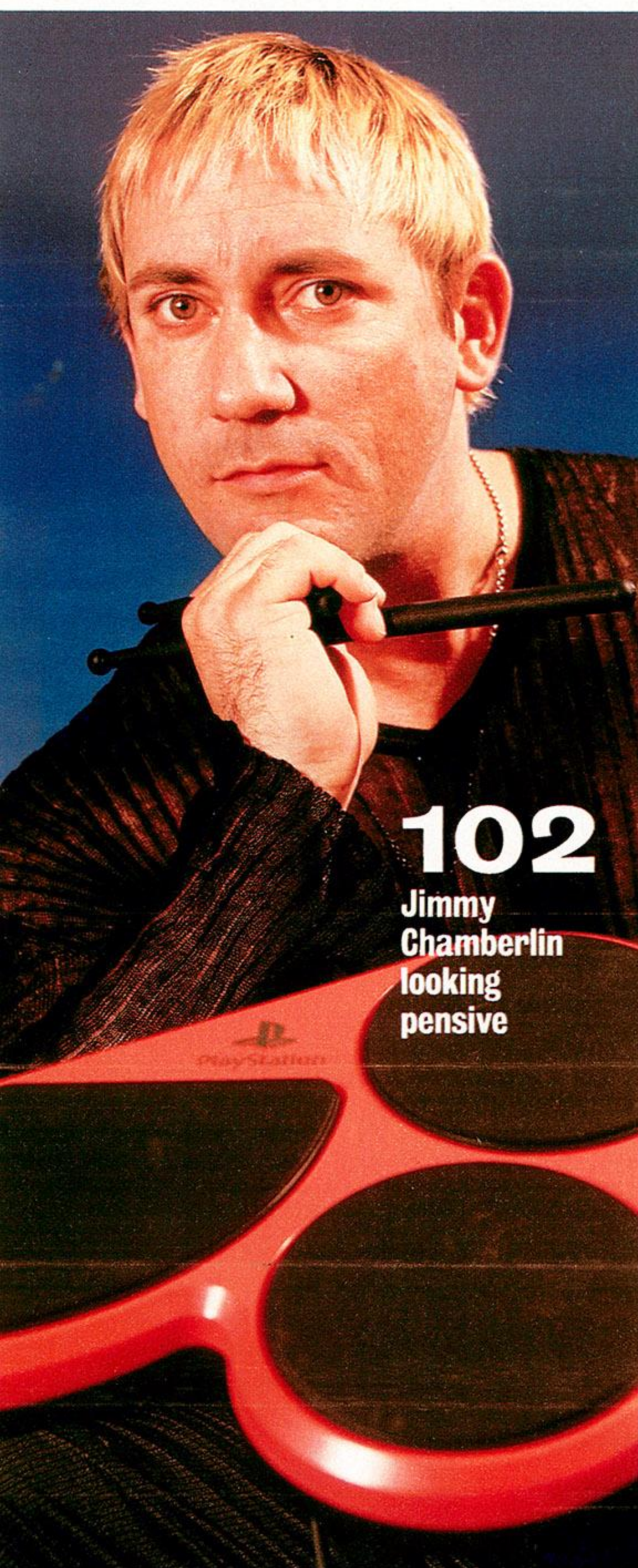
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Similar to the U.S. census but with one major difference. Fill it out and win games. It's just that simple.

#### ROD FURLONG'S E3 POLICE BLOTTER

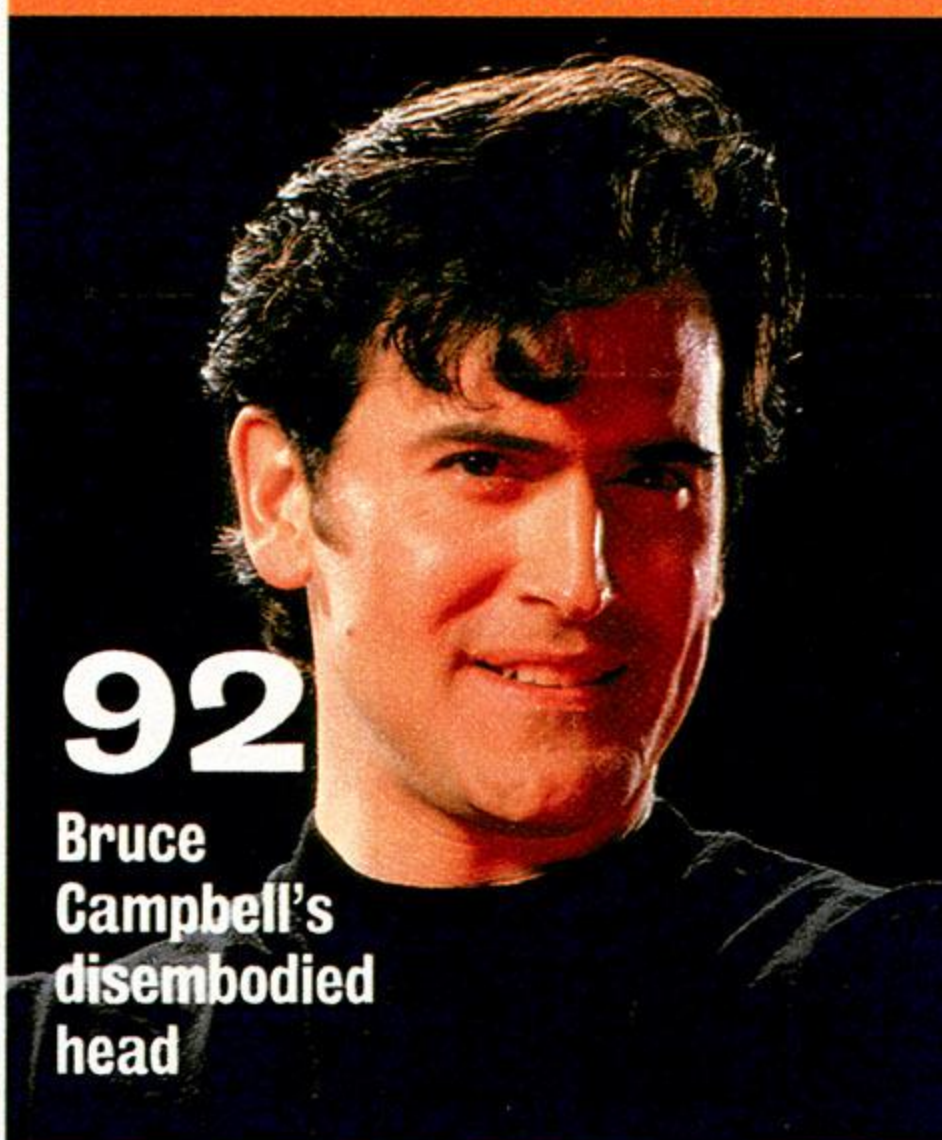
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Find out who was naughty at E3. The debauchery! The drunkenness! The drunken debauchery!



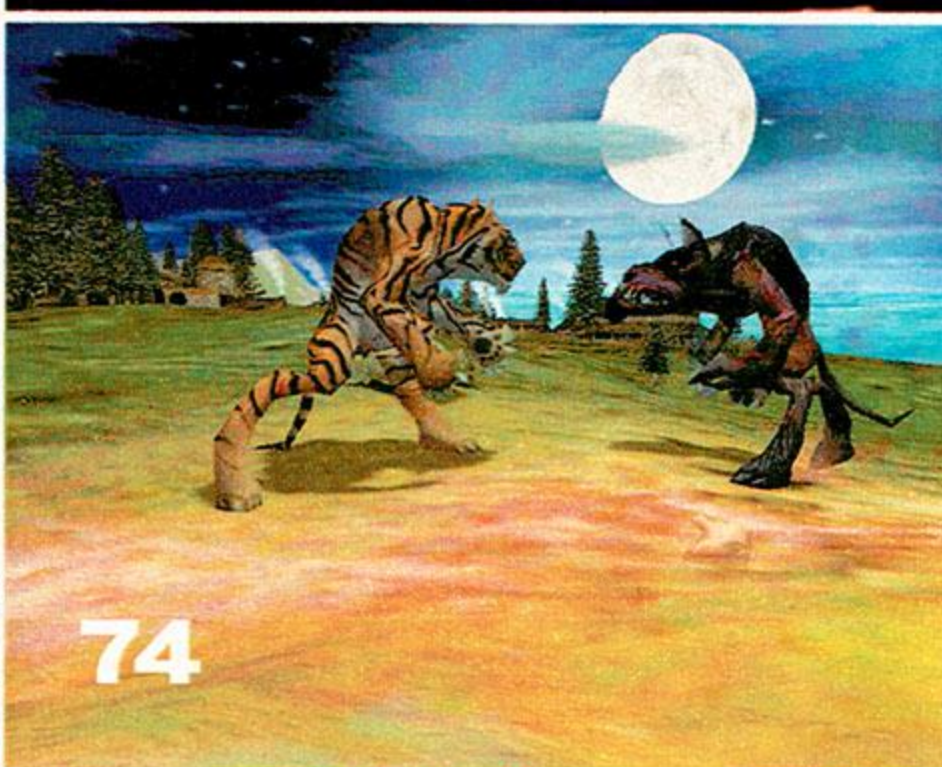
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**Jimmy Chamberlin looking pensive**

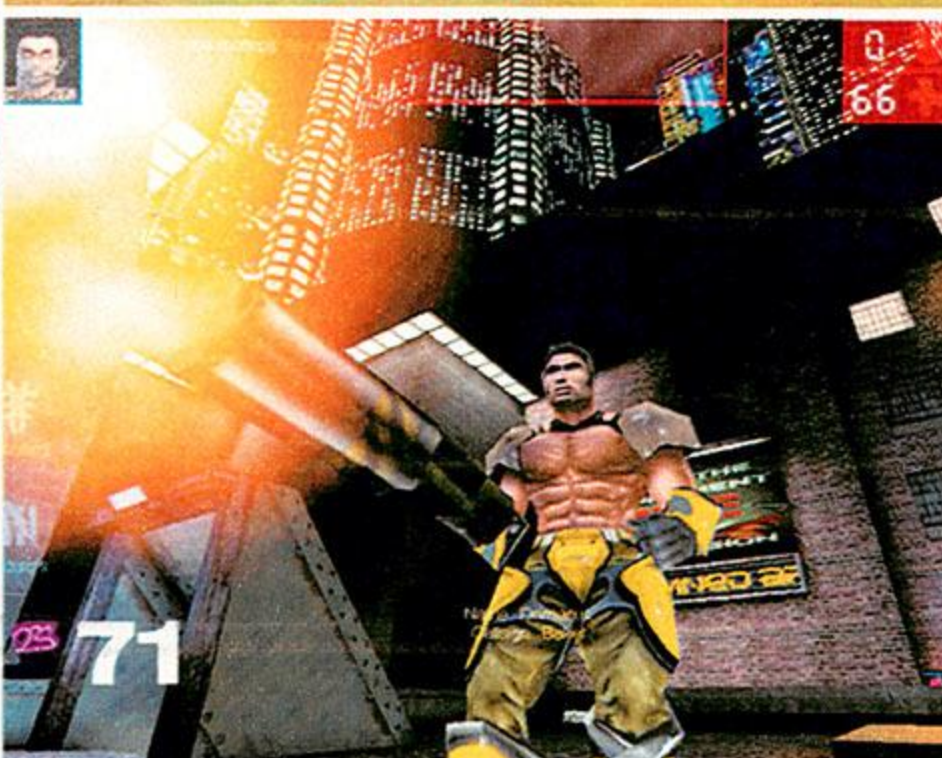


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**Bruce Campbell's disembodied head**



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# Team Talk

Comments, suggestions? Send any feedback to [ivgcomments@incite.com](mailto:ivgcomments@incite.com)

This machine is going to be very expensive for the mass-market consumer. But despite this, I have no doubt Sony will shut me up, as the PlayStation 2 is guaranteed to sell millions of units immediately.

Wednesday, May 10, 2000, Los Angeles... the stage was set for Sony to officially unveil the PlayStation 2 to the U.S. media. I waited in anticipation, as Sony would undoubtedly make an announcement that would shock the gaming world and set the tone for the 6th annual Electronics Entertainment Expo. Would it be a \$199 price tag? A built-in hard drive? A modem? A killer first-party software lineup? Try none of the above. Instead, Sony announced a \$299 price tag, no built-in hard drive, no ready-for-launch modem, and some fairly expensive peripheral pricing. On October 26, 2000, the average gamer will need to spend close to \$600 to go home with the system, two games and the ability to play games with four friends. This machine is going to be very expensive for the mass-market consumer. But despite this, I have no doubt that Sony will shut me up, as the PlayStation 2 is guaranteed to sell millions of units immediately.

As the mainstream media ate up the PlayStation 2, though, I spent three days walking around the show, trying to figure out how Sony's machine is better than the Dreamcast. There were mediocre PS2 titles everywhere and rumors flying around about how difficult it is to program for the system. Meanwhile, at Sega's booth, network console gaming was booming with *NFL 2K1* and *Quake III Arena*, while other original titles like *Jet Grind Radio*, *Shenmue*, and *Samba de Amigo* had showgoers buzzing. You really can't help but root for the underdogs.

Don't get me wrong; the PlayStation 2 did have shining moments — like the *Metal Gear Solid 2* movie. I can honestly say I had chills watching Solid Snake in a cinematic environment with jaw-dropping special effects. Then there were EA's sports titles, which didn't show any signs of the PlayStation 2's programming shortfalls. But if Sony wants to succeed in the long run, it will need to work closely with the developers and solve some of its obvious problems. Many developers have hinted at how appealing Microsoft's Xbox is looking. Oh, and we can't forget about Nintendo's Dolphin. Someday we might actually have some information about this machine. Well, enough ranting from me. Judge for yourself as we bring you the latest information and screens from every system and wait in anticipation to see just how much Sony will dominate the video game world in October.



GREG RAU EDITOR-IN-CHIEF

*Greg Rau*

## Blame these people

### Jon Robinson



Deputy EIC  
Jon picked up some slick moves from Scotty Too Hotty, and now every time we turn around, he's doing The Robot. "Ozone can't touch my s---, baby," he claims, moonwalking.

### Demian Linn



Senior Editor  
Demian has retained office pariah status by proclaiming *Mission: Impossible 2* to be "crap," sniffing, "John Woo's last good movie was *The Killer*. At least Travolta wasn't in it."

### Annette Cardwell



Senior Editor  
Annette, or, as we like to call her, "Maximum Cardwell," had a banner E3 this year. Highlights included a guided tour of Hugh Hefner's game room and the infamous grotto ("stinky").

### Brett Rector



Strategy Editor  
Grandmaster 8, as he's known in some circles, has had just about enough of Joanna Dark. "I love this game," he says, speaking of *Perfect Dark*, "but if I play it again I will die."

### Roger Burchill



Senior Editor  
Roger Burchill shocked L.A. and the world by riding a mechanical bull this month. What did he do when he was bucked off? Got right back up on that hoss, that's what. H-core!

### Ryan Lockhart



Senior Editor  
Try yelling "I want to go to the cowboy bar!" really, really loud, and you're that much closer to understanding what E3 was like for Ryan. What could we do but take him there?

### Paul Semel



Entertainment Editor  
Paul showed up at Sony's E3 party sporting his famous leather pants, thereby guaranteeing another six months of leather-pants references. Jackpot!

### Ed Lewis



Editorial Assistant  
E. Lewis is running with a rough video game crowd these days, terrorizing senior citizens and Nintendo owners alike. See him representin' on page 52.

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# Game Prose



Get it? Game *prose*? Funny on so many levels, and true. Talk to us. We're here for you. Send all thoughts and personal manifestos to incite Video Gaming, 650 Townsend St., Suite #305, San Francisco, CA 94103 USA. Letters written in crayon automatically lose one point. If you do that email stuff, try [ivgletters@incite.com](mailto:ivgletters@incite.com).

## Letter of the Month

We get letters. Sometimes they don't really make much sense. Sometimes those are the best ones. This is one of those. As our Letter of the Month writer, lucky Eric has just won himself a free video game system of his choice. So now, without further ado, Eric's business proposal to Natalie Raitano, edited for length but not coherence.

### MY DEAREST NATALIE,

I find to be your most valuable (ASSETS) are your SPARKLING HAZELISH color EYES, and very very LOVEABLE (SMILE). Of which is inanced by a FINELY chiseled NOSE, and an ESQUISITELY high CHEEK bone.

As a Freelance Photographer, I find you most attractive. And most desirable to PHOTOGRAPH. Perhaps I can ask you for your AUTOGRAPH? And if you like, establish a TRUSTING relationship? Of which only TIME will tell. How does this sound to you?

I'm sending to you a

S.A.S.E. Along with a PORTRAITURE BUSINESS CARD. With the area code written in by my own nervous hand. And by the way, I am LEFT HANDED. How about you?

When you decide to come to Des Moines for a VISIT and MODELING assignment. Perhaps we can come to some type of BUSINESS arraignment, that would benefit both of use. To your SATISFACTION of course. I will be both GENTLEMEN, and most of all A PROFESSIONAL.

Please write soon. O.K.!

YOUR NEWEST FRIEND;

-Eric, Des Moines, IA



Photography

by  
Eric

**MUG SHOT** Here at *incite*, we encourage all letter writers to include a recent photo.

### SIX DEGREES OF LENNOX LEWIS

During a recent layover in the Calgary International Airport, I picked up the June issue of *incite Video Gaming* at the newsstand, as it's one of my favorite magazines. I was especially looking forward to the *Perfect Dark* review.

So I sit my ass down with a teriyaki chicken wrap and begin to indulge in some lascivious fantasies of Joanna Dark when this very attractive woman at the next table points at my copy of *incite* and says, "Where did you get that?"

I'm a little stunned by this question, as I thought it was pretty obvious where magazines come from. "Uh," I say, indulging her since she is freaking hot, "from the newsstand downstairs."

So as I ponder why the hell she would ask me this, I notice that the man sitting across from her looked dang familiar. I'm not a boxing fan, so it took a while for me to clue in. It clicked when I looked at the cover of my as-yet-unopened copy of *incite*, which you'll remember featured boxing great Lennox Lewis.

It must have been obvious that the gears in my head were computing the infinite improbability of the impending truth, as Mr. Lewis smiled at me and said, "Pretty handsome guy on the cover, huh?" I remember saying something, but I don't

remember what. Probably something really stupid.

Yep, Lennox Lewis was sitting at the table next to mine, eating a burger and fries.

After he finished his meal, he waved me over. He leafed through the mag, commenting especially on the photo of Lucia Rijker on page 39. "She's really tough," he said. A pen appeared from somewhere, and he signed the cover as well as the illustration of him about to pummel the crap out of some poor schmuck next to the Rijker interview.

His girlfriend thought digital Lennox was pretty dang cute.

Now, I'm not a boxing fan, but I'll never forget the overpowering handshake of the Undisputed Heavyweight Champion of the World.

And it all happened because of *incite*. It's too bad you can't give all your fans an experience like this.

-Edward J. Pollard, via email

### PACKIN' HEAT

Here's a pic of my gun, the baZookaCon! I put old and



**SHE'S A BEAUT** Sometimes you regret that "what if?" moment.



# Deadly Bear

Put Teddy on the most endangered species list and FUR FIGHTERS on your most wanted. A new kind of game has hit the scene. Part adventure-crammed shoot 'em up, part heavy petting and panting action. Play as all six armed animal liberators against the malevolent fat-cat, General Viggo. It's a raging romp of feline conspiracies, blazing animal combat and unrelenting beaver shots!



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new guns together – a Nintendo Zapper, SNES SuperScope6, two Konami PSX Enforcers, and two Guncons. This was a sweet gun, and with four TVs, I coulda used 'em all simultaneously! Keep up the superb work, and I'll keep makin' guns.

–Whipple, via email

You do that. So what, nobody else wants to enter our BFG contest? Send us a picture of your homemade light gun monstrosity, and you could win any number of fabulous prizes, which may or may not include Final Fantasy VIII action figures and a warm 40 of Olde English malt liquor, assuming you're of age. Act now!

## REDNECK RAMPAGE

First off, props to the staff at *incite* for the great magazine. There's only thing I have a problem with – on page 20 of the June issue, you wrote the following about *Sled Storm*: "Proof positive that there are more rednecks than anyone could've imagined."

Now, it was funny if it was intended to be a joke. If it was, disregard this letter or reply and put me in my place. If not, then I don't know why you consider it proof of rednecks. Point one: *Sled Storm* is actually a really great game. Point two: If you had ever been snowmobiling, then you would know that it is all about who has the biggest balls. There aren't too many sports where you can go zero to 60 in under three seconds. The majority of today's snowmobilers are extremists who found where the real rush is.



**REDNECK RAMPAGE** Moments after this picture was taken, Jed ordered hisself the wine 'n' cheese platter at Cracker Barrel.

Take some time, grab some dough and go take a trip snowmobiling. You'll find that not only will it knock your socks off, but there are some hotties out there as well. Other than that, *incite* is like, whoa!

–Darien, Portland, OR

## POINTLESS

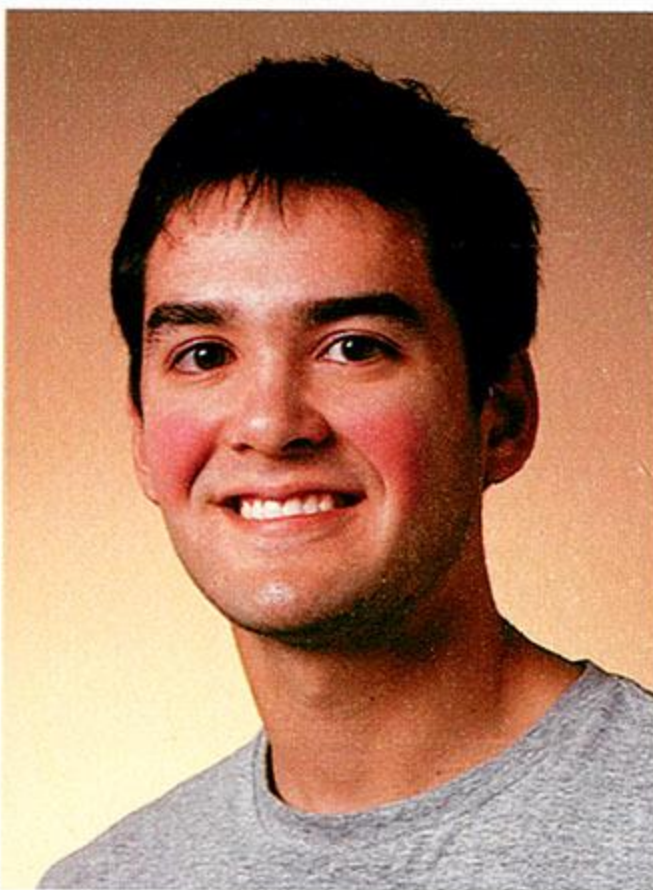
Hey, what's the deal on *Super Smash Brothers* with that one Pokémon that jumps up and down? Is there a point to him? He looks like a butterfly.

–Quentin, via email

Nope, no point.

## GAMES, HOT CHICKS, AND ED LEWIS

My wife and I have been avid readers and are particularly enthusiastic about Ed Lewis' efforts to add humor and breadth (social commentary?) to a game magazine. I suppose it is true that you've got games, the WWF, and hot chicks, but at our age, it's hard to give much of a damn.



**ROSY** Here's what Ed looked like when we read this letter over the office's emergency intercom system.

But humor, intelligence, one hell of a dirty room, and my wife thinks he's real cute... Ed Lewis has the whole package. It's time for a promotion and a fat pay increase.

–Chris Lewis (Ed's dad), Westport, CT

## GOTTA KILL 'EM ALL!

In the show, they say *Pokémon* is about more than just battles. It's about loving and taking care of your

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☐ SUPER-RUSH ORDERS (50¢ extra)

**MONKEY LOVE** Our upcoming Sea-Monkey-themed issue is going to blow the roof off this mofo. Picture it: Sea-Monkeys play *Seaman*. Genius!

## SEA-MONKEY DOs AND DON'Ts

I would just like to drop a line saying how much I appreciate the fact that you have video games, sports, and pro wrestling all in one mag. Those are my three favorite things. But I have one thing to gripe about – the fact that the PS2 must have a special memory card to play DVDs, and that some of the games aren't backward-compatible. And that you have to buy the vertical stand separately. I still plan on buying one, though. One more thing about the magazine: You don't have anything about Sea-Monkeys. So I have listed some care directions and other things about Sea-Monkeys.

- 1) Sea-Monkeys aren't monkeys. They're shrimp.
- 2) Don't make the Sea-Monkeys feel bad by leaving them alone all day. Take them to school, work, or to the beach twice a week.
- 3) Don't yell at them – they have sensitive ears.
- 4) Do name them names like Blinky, Winky, and other nice names.
- 5) And, finally, don't feed your Sea-Monkeys fish food.

–Nick, via email

Sony announced at E3 that U.S. PlayStation 2s won't require a special memory card to play DVDs. We know of only 30 or so PS games that won't play on the PS2, and they're mostly weird titles you've probably never heard of, let alone own. As for the stand, well, you could always prop your PS2 up with a couple of thick French philosophy books; the ladies will think you're very intellectual. Also, look for our exhaustive, 12-page Sea-Monkey exposé in an upcoming issue (working title: *Monkey Sea, Monkey DON'T!*).

Pokémon. The best part about Pokémon is raising them. Then there's the game, *Pokémon Stadium*, where you just toss 'em into the arena and make them fight for their puny little lives. Aww, how sweet, that Charizard just ripped the head off my Pikachu that I rented just because I didn't want to raise one myself. If I win Letter of the Month, I'm definitely getting an N64, just so I can

battle Pokémon that I didn't raise.

–Baro Jung, via email

## DARWIN AT WORK

All the next-generation systems are CD-ROM and DVD players – what about good old game cartridges? Is the cartridge going to become extinct, like the 8-track?

–Andrew Kupibida, Toronto, Canada

Yes. Yes it is. R.I.P.



# MIDWAY® KOOL SUMMER GIVEAWAY

The Mortal Kombat team and the Rampage mutants are back! Right now, these bad boys are kicking some serious booty on the PlayStation®. So, this is your chance to join them! incite Video Gaming and Midway have teamed up to give 50 lucky readers the chance to take home a Midway Summer Game Pack that includes a FREE copy of Mortal Kombat: Special Forces and Rampage Through Time as well as a FREE six-month subscription to incite Video Gaming!

## SUMMER GAME PACK INCLUDES (50 WINNERS):



(1) FREE COPY OF MIDWAY'S

## MORTAL KOMBAT: SPECIAL FORCES

for the Sony PlayStation

(1) FREE COPY OF MIDWAY'S

## RAMPAGE THROUGH TIME

for the Sony PlayStation



(1) FREE SIX-MONTH SUBSCRIPTION TO

## INCITE VIDEO GAMING

### HOW TO ENTER:

Send a 3x5 postcard (no envelopes please) with the following information:  
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- Address, City, State, Zip

### TO THIS ADDRESS:

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650 Townsend Street, Suite #305  
San Francisco, CA 94103



## MIDWAY KOOL SUMMER GIVEAWAY - RULES AND REGULATIONS



1. NO PURCHASE NECESSARY. Contest open to legal residents of the U.S. only. 2. TO ENTER: Send a postcard (no envelopes please) with your name, address, city, state and zip code and mail it to: incite's Midway Summer Giveaway, 650 Townsend Street, Suite 305, San Francisco, CA 94103. Each entry must be received no later than 9/1/00. Limit one valid entry per person/address. Multiple entries are prohibited. Sponsors assume no responsibilities for lost, late, incomplete, misdirected, mutilated, illegible or postage due entries. All entries become the exclusive property of the Sponsors and will not be returned by the Sponsors. 3. PRIZES/DRAWING: 50 Prize winners will receive a Midway Summer Game Pack that will include a copy of Mortal Kombat: Special Forces (MSRP \$19.95), a copy of Rampage Through Time (MSRP \$29.95), and a free six month subscription to incite Video Gaming (\$5.94 subscription rate). Total value per prize package is \$55.84. Total value of all 50 prize packages equal \$2792. Odds of winning depend up on the number of valid entries received. Winners will be selected in a random drawing on or about 9/8/00 from among all valid entries received. Drawing will be conducted by incite Video Gaming. All prizes will be awarded and winners will be notified by mail. Allow 6-8 weeks for delivery of prize. 4. PRIZE RESTRICTIONS: Limit one (1) prize per individual or household. Prizes are non-transferable; no substitutions are allowed. Prize winners (or parent/legal guardian of minor winner) may be required to sign affidavit of eligibility/release within seven (7) days of notification attempt. Failure to return the affidavit in the time noted may result in disqualification of the entry and an alternate winner will be selected. Neither the Sponsors nor its parent, affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that winners might incur as a result of this giveaway or receipt of prize. Entrants agree to be bound by these rules and consent to Sponsors use of their entries, names, and/or photographs for Sponsors advertising or publicity purposes without further consideration, except where prohibited by law. Entrants release Sponsors, their employees, directors, officers, agents, parent company, subsidiary and affiliated companies, and each of their licensees, advertising and promotional companies from any and all claims or liability in connection with their participation in this promotion or the acceptance or use of any prize. 5. ELIGIBILITY: Open only to legal residents of the U.S., except employees or agents of Sponsors, their parent companies, subsidiaries, divisions, affiliates, advertising agencies and members of the immediate families of each. 6. WINNERS LIST: For the names of the prize winners, send a stamped, self-addressed stamped envelope before 9/30/00 to: incite's Midway Summer Giveaway Winners List, 650 Townsend Street, Suite 305, San Francisco, CA 94103. Please allow 6-8 weeks for delivery of winners list. 7. SPONSORS: Midway Home Entertainment, 2400 S. Highway 75, Corsicana, TX 75151. MIDWAY is a trademark of Midway Games Inc. Used by permission. Distributed by Midway Home Entertainment Inc. MORTAL KOMBAT®: SPECIAL FORCES © 1999 Midway Games Inc. All rights reserved. MIDWAY, MORTAL KOMBAT, the DRAGON DESIGN, and all character names are trademarks of Midway Games Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc. RAMPAGE THROUGH TIME™ © 2000 Midway Amusement Games, LLC. All rights reserved. RAMPAGE THROUGH TIME, MIDWAY, the M IN A CIRCLE DESIGN and all character names are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. incite, the incite logo, the i design mark are trademarks of COMPUTEC MEDIA U.S.A., Inc.



A full-page photograph of Lucy Clarkson as Lara Croft. She is wearing a teal rubber tank top and black fingerless gloves, with her hair in a long braid. The background is a solid red color.

# SWEET SIXTEEN

Eidos unveils a newer, much younger Lara Croft to the world at E3

**W**hile the *Metal Gear Solid 2: Sons of Liberty* movie drew sizable crowds at this year's E3, the hottest attraction by far was the ultracurvaceous new British-bred Lara Croft model, Lucy Clarkson. Hailing from scenic Rotherham in the U.K., Clarkson dons the coveted rubber aqua tank top and khaki hot pants at the tender age of 16. She's a pretty risqué choice, considering *Tomb Raider* creator Core Design's recent scandal over executive Ken Lockley's arrest on kiddie-porn charges.

But Eidos stands behind its very grown-up looking model, bragging that the 32DD-25-36 Lucy is a seasoned professional who says she's happy to finally get a job that "lets you keep your boobs and bum." Her scores of drooling E3 fans are apparently just as thankful.



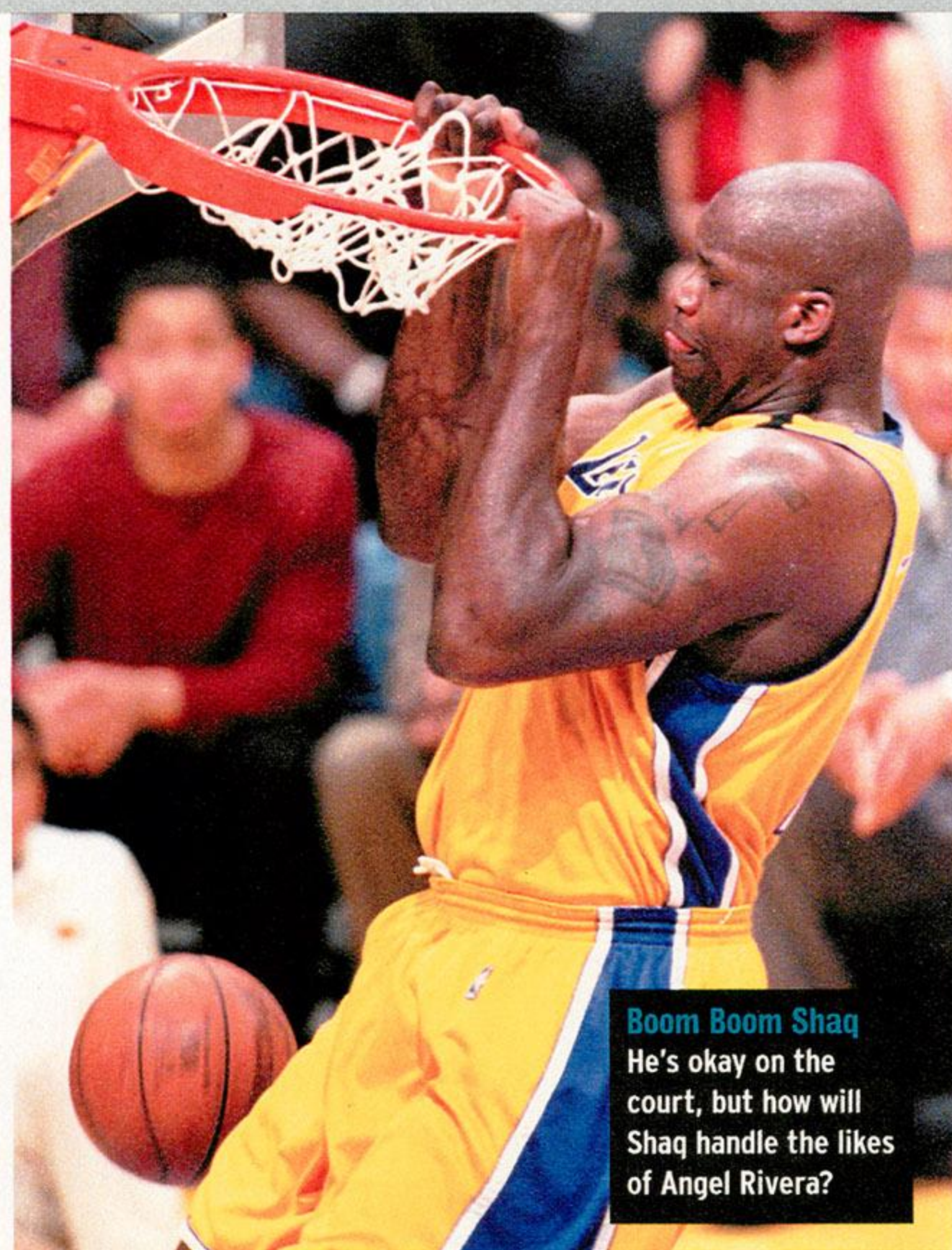
# Let's Get Ready to Moonwalk

Michael Jackson and Shaquille O'Neal are two celebs in *Ready 2 Rumble: Round 2*

In a move that's as baffling as it is fascinating, Midway announced that *Ready 2 Rumble: Round 2*, the sequel to last year's hilarious cartoonish boxing game, will feature several celebrity boxers, including the King of Pop himself, Michael Jackson.

Jackson is already familiar with the motion-capture and voice-recording routine, having appeared in all his pale-skinned glory in the recently released *Space Channel 5*.

Other featured battlin' celebrities include basketball and *Shaq Fu* star Shaquille O'Neal and one other secret character. The game is set for release in October on the PlayStation, PlayStation 2, Dreamcast, Nintendo 64, and Game Boy Color.



**Boom Boom Shaq**  
He's okay on the court, but how will Shaq handle the likes of Angel Rivera?

PHOTOGRAPH BY TOM HAUCK

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RELEASE DATE: PlayStation 2 Launch

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# DESTINY

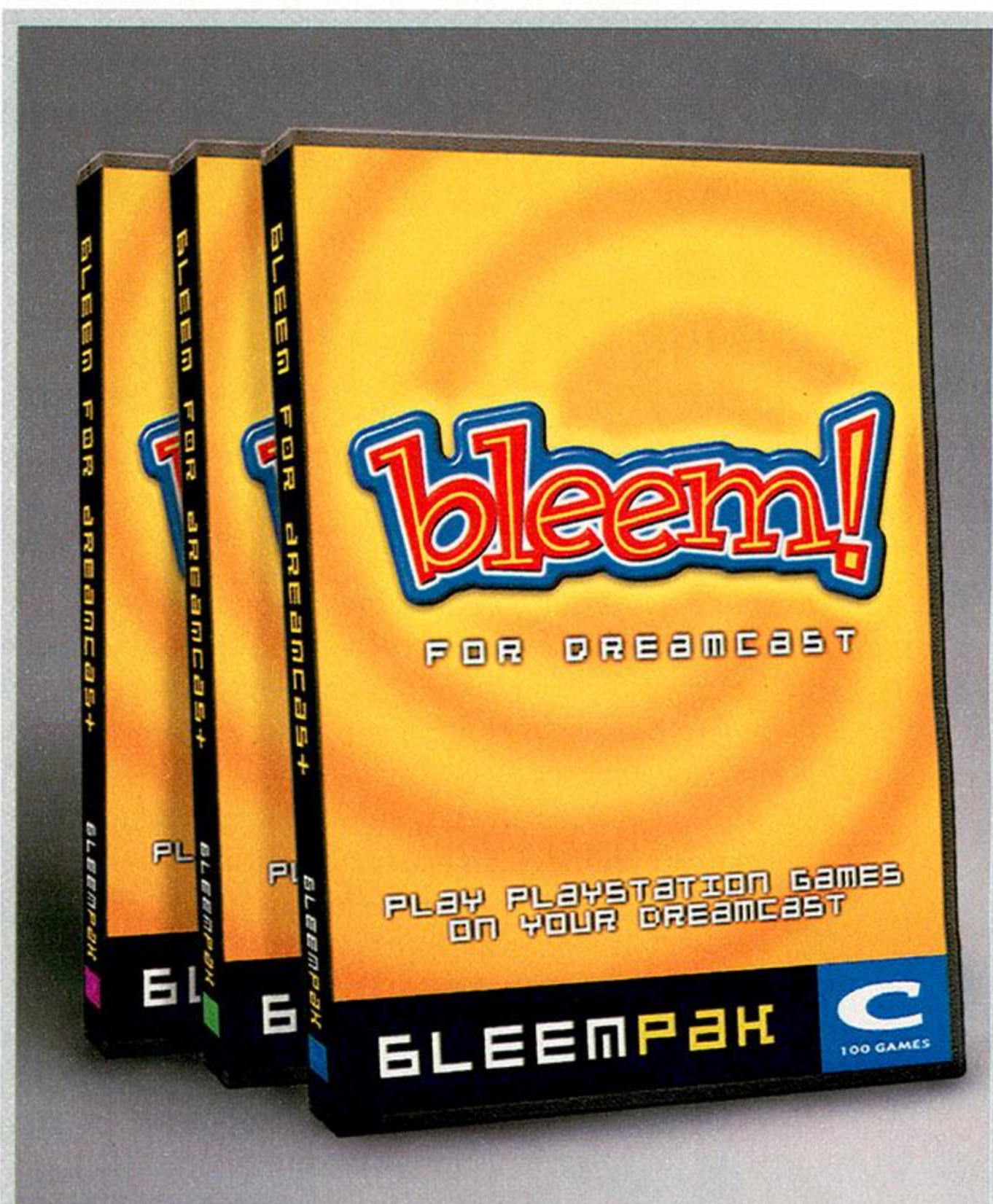
MATCH ARROWS ▶



MATCH ARROWS ▶

Nothing could compare to the mystical powers of The Divine Tree. Massive, yet graceful, it gave birth to all living things. But the beauty of the tree could not hide an ugly blemish in the land of floating cities. The Winglies reigned superior. The Dragons

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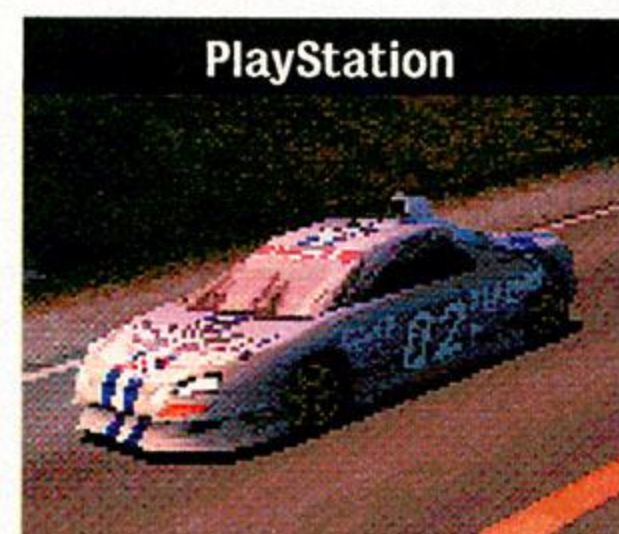


## Bleem!'s Turn to Dream

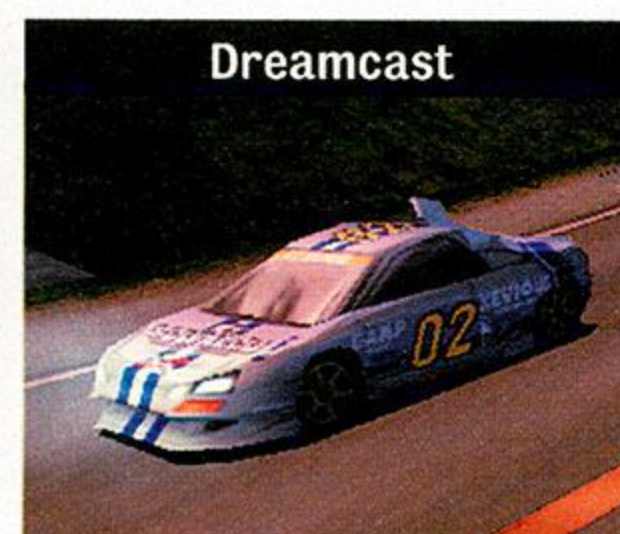
*Bleem! for Dreamcast* lets you play PlayStation games on Sega's console

In the face of yet another lawsuit filed by Sony against bleem's PlayStation emulator for the PC, the little emulator company that could made a huge splash at E3 with the debut of *bleem! for Dreamcast*, software that lets gamers play PlayStation games on their Dreamcast – with, according to bleem, even more graphical enhancements than the PlayStation 2 will lend to old PS titles.

Retailing at \$19.99, the software comes as four 100-game "bleempaks." Simply insert the bleempak into your Dreamcast, let it boot up, and then swap one of the 100 PlayStation games supported by that bleempak, and you're off. "Enhanced graphics are what sets *bleem!* apart," said bleem Chief Technology Officer Randy Linden. "We wanted to deliver the best of both worlds by adding the Dreamcast's superior graphics to the proven gameplay in these titles, for a seamless – better – gaming experience." The product should be out by the time you read this.



PlayStation



Dreamcast

**IT'S SO REAAAL** With *bleem! for Dreamcast*, PlayStation games will run on the Dreamcast with higher resolution, anti-aliased graphics.

visit us online at [www.incite.com](http://www.incite.com)





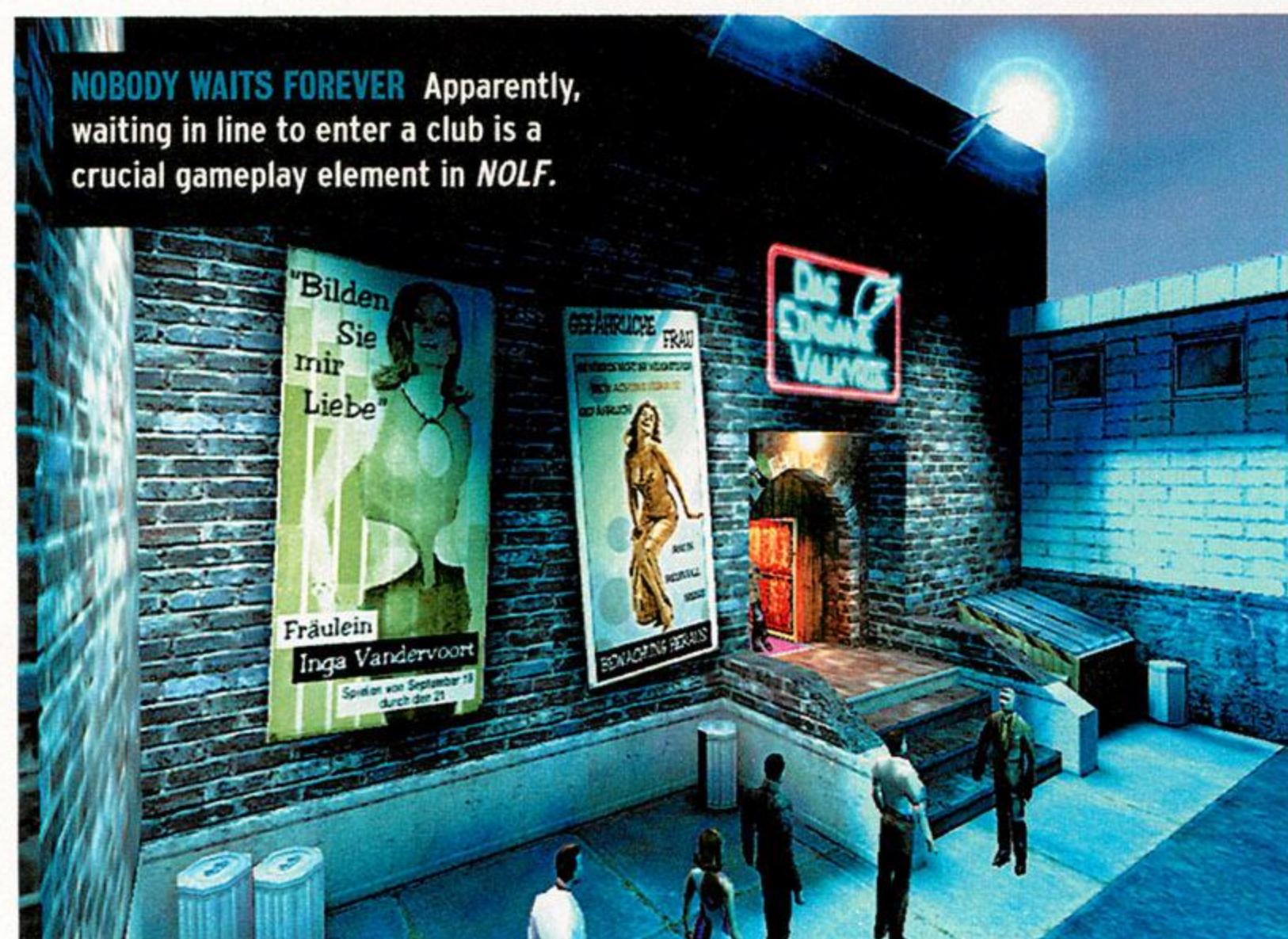
## From Fox With Love

Fox's *No One Lives Forever* female spy adventure gives new meaning to the term Bond girl

Well, if you thought the best part of *Austin Powers* was Heather Graham's Felicity Shagwell, meet Agent Cate Archer, the sultry heroine of Fox's new PlayStation 2 female spy adventure *No One Lives Forever*. Developed by Monolith, *NOLF* is set in the spoofable world of '60s spy films, starring you in the first-person role of Ms. Archer,

who spends her time battling the evil thugs of HARM.

Armed with unusual weapons and gadgets like a rocket-launching briefcase, a deadly robotic poodle, and lethal acid perfume, Cate explores exotic locales like Morocco and a Russian space station over the course of 15 levels. When the single-player stuff gets old, play against your pals in 10 deathmatch and team-based cooperative levels. Look for the game in early 2001.



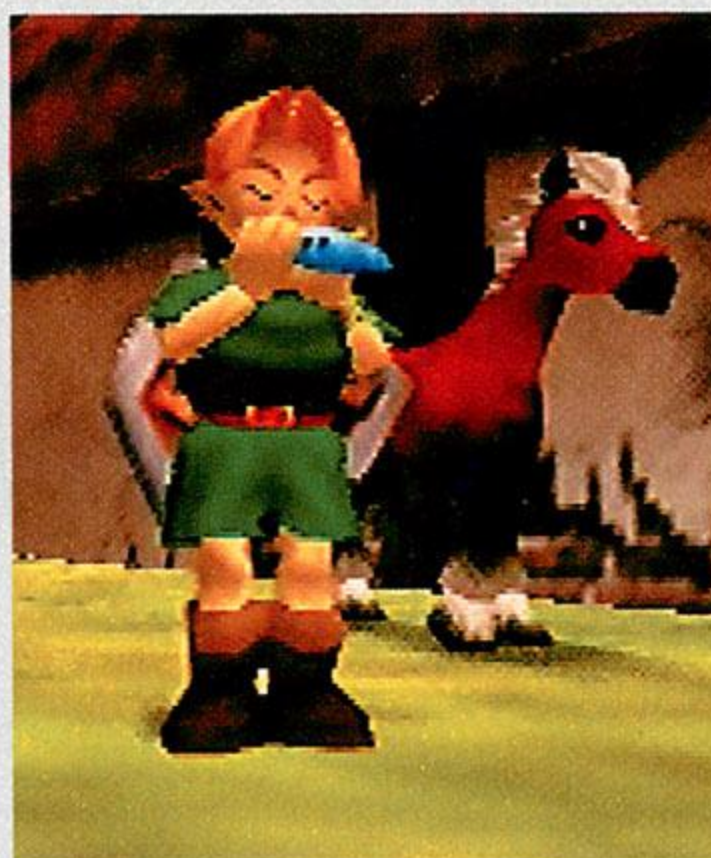
**NOBODY WAITS FOREVER** Apparently, waiting in line to enter a club is a crucial gameplay element in *NOLF*.

## Dolphin's Big Splash

Big N to announce Dolphin and Game Boy Advance details at SpaceWorld

Remaining tight-lipped at E3, Nintendo has promised a detailed announcement about its next-generation console, Dolphin, and Game Boy Advance at the upcoming Nintendo SpaceWorld show in Tokyo this August. The good news is that master game designer Shigeru Miyamoto implied in interviews at E3 that both a *Mario* and *Zelda* game for Dolphin are in the works and may be shown at SpaceWorld.

An August SpaceWorld announcement indicates Nintendo likely won't make good on its recent claim that Dolphin was still scheduled for a late 2000 release in Japan. The Game Boy Advance, which was also due out later this year, has already been officially delayed until April 2001.



Bringing out the thermometer and gauging the interest levels of the latest gaming news that shocked the world.

### ■ Kojima playing MGS2:

Shutting up the E3 naysayers, Hideo Kojima is seen actually playing *Metal Gear 2* on Japanese TV. Didn't look quite as good as the movie, though.



### ■ John Woo and Chow Yun-Fat game:

The Hong Kong pair is said to be working with Sony on a PS2 action/RPG based on Fat's bad-ass film characters.

### ■ New Doom bashing:

id Software is developing a third *Doom* game. With negative word already spreading, id might need to add an "-ed" to that title.

### ■ Shiny to publish Matrix game:

Shiny's Dave Perry cut a deal to do the anticipated *Matrix* game. Cross your fingers it'll be out this decade.

### ■ Re-Volt 2 name change:

The subtitle of *Re-Volt 2: Pocket Rockets* was nixed after Acclaim learned a pocket rocket is also "a popular sexual device in the U.K."

### ■ Pokémon singer sues Nintendo:

Jason Paige, who sings the *Pokémon* theme song in the U.S., says Nintendo owes him for using his voice in game ads. Gotta sue 'em all!

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### Rumor OF THE MONTH

#### ■ The Rumor

In pursuit of a strong Japanese third-party developer, Microsoft will buy Konami, and *Metal Gear Solid 2* will be seen on Xbox.

#### ■ We Say

We think a Konami-Microsoft deal may be on the horizon. Since Square and Capcom have allegedly already turned Microsoft down, Konami is its best bet to get in with a strong, profitable Japanese company. Konami's deal with Universal shows it's open to American ideas, and Microsoft is publishing *Metal Gear Solid* for the PC, which seems to foreshadow what may be the hottest Xbox title down the line.

# PlayStation, Part Deux

Sony finally announces PlayStation 2's U.S. launch details

**T**he holiday shopping season starts much earlier this year: Try October 26, to be exact. According to Sony's official E3 press conference, October 26 will be the U.S. launch date for its sleek next-generation console, retailing for a somewhat painful \$299.

Like its Japanese counterpart, the U.S. PlayStation 2 will feature DVD playback, but the US version *won't* require a special memory card to play DVD movies. The Stateside machine will also have the added bonus of a 3.5-inch hard-drive bay and a modem port. However, the drives and modems themselves will not be available when the system launches, and Sony has yet to say when the accessories will be available or how much they will cost. The machine will be backward-compatible with all but a small handful of games for the original PlayStation, and the PS2's hardware will offer minor graphical enhancements to many PS games as well.

Sony also announced the prices of a few key new peripherals, namely the Dual Shock 2 controller, the PlayStation 2 multitap, and the 8MB memory card, all of which will retail for \$34 each. No word yet on other peripherals, but that sexy vertical stand should be about \$14.

FOLD HERE



FOLD HERE

were a powerful race in their own right. And the humans lived as slaves. Divided by hatred, a battle for freedom would ensue. Armed with the spirit of the Dragoon, the humans prevailed. And all races now live in peaceful harmony. But beneath the

Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



FOLD HERE ▶

# Cell-ing Out

Sega partners with Motorola to bring new games to cell phones. As if talking while driving weren't bad enough

**C**utting-edge games on your cell phone? It was inevitable. Wireless company Motorola and Sega have announced plans to bring new gaming technology to a line of specialized cellular phones, pagers, and personal digital assistants (PDAs).

The two companies have developed a Java-based J2ME platform, which greatly

expands the present memory capacity of mobile phones and other cellular devices. Sega is already at work on a suite of games for J2ME-enabled devices. Motorola will ship a J2ME wireless phone/two-way radio/text pager by the end of this year, and Motorola has said all its handsets will have J2ME capability as standard by mid-2002.

## YOUR CAPTION GOES HERE

Captioned humor  
for today's gaming  
greatest hits

### CAPTIONING THE MOMENT

Take a quick look at the screenshot below. Notice anything, say, amusing about it? (Note: This screen was not doctored in any way.) Think there's an opportunity to send in a humorous caption and win a free year's subscription to *incite Video Gaming*? Of course there is. Winners will be notified by telephone or email and will be printed in our October issue.



Email your best caption to: [caption@computecmedia.com](mailto:caption@computecmedia.com).

Or mail it to us at: CaptionGoesHere, *incite Video Gaming*, 650 Townsend, Suite 305, San Francisco, CA 94103.

### WINNING ENTRY - JUNE ISSUE

"Are you trying to seduce me, Mrs. Robinson?"  
—Han Solo, via email



### CAPTION RUNNERS-UP

"Oh, crap! This is the wrong time for a Vietnam flashback!"  
—Rudy Moreno, Odem, TX

"They're so reaaaal!"  
—Robert Downard, Jr.  
Canal Winchester, OH

FOLD HERE ▶

tranquility lurks a mysterious prophecy. The emergence of an eternal force. Worshipped, yet feared, no one knows what its presence will bring. Infinite peace and happiness for all? Or the darkest evil imaginable?



# CAMPAIGN ROAD SHOW

The media of print and TV are scrutinized for inventive, humorous, or off-the-wall advertisements, as voted by the readers of this magazine.

## TOP 3 TV COMMERCIALS OF JUNE

### 1 NINTENDO EXCITEBIKE 64

Ah, the desert landscape, the serenity of a lone hawk in its cliffside nest, the roar of a motorbike. No, this isn't a wildlife special gone wrong. It's *Excitebike 64*.



### 2 KONAMI NIGHTMARE CREATURES 2

Creepy zombies and other disgustingly mangled undead monsters. According to Konami, these are the people in your neighborhood. Like the game, this ad raises a few goose bumps.



### 3 SONY GRIND SESSION

To what lengths will hardcore skateboarders go to skate an empty pool? How about creating a public health hazard? Maybe the much more sanitary *Grind Session* is a better idea.



## TOP 3 PRINT ADVERTISEMENTS OF JUNE

### SEGASOFT HEAT.NET

Wait, is that Liz Taylor? Either way, this ad poses the question, "Are you in heat?" And though our knee-jerk reaction is, "No way," it's got us thinking. And in adspeak, that's a hit.



### UBI SOFT SURF RIDERS

The ad claims this wave is the "first 30-foot public humiliation simulator," so we can't help wishing the guy on the board was in midwipeout. Guess we're morbid like that.



### SONY

**GRIND SESSION**  
Yuppie couple on left page, skate punk on right. Highlights that economic/generation gap and just makes us go, "Hmm, tell it, bro." Viva la revolución!



Source: Reader voting. Vote online at [www.incitegames.com](http://www.incitegames.com) or send your votes to: Incite Video Gaming, 650 Townsend, Suite 305, San Francisco, CA 94103 USA

# Sony Finalizes Its Online Quest

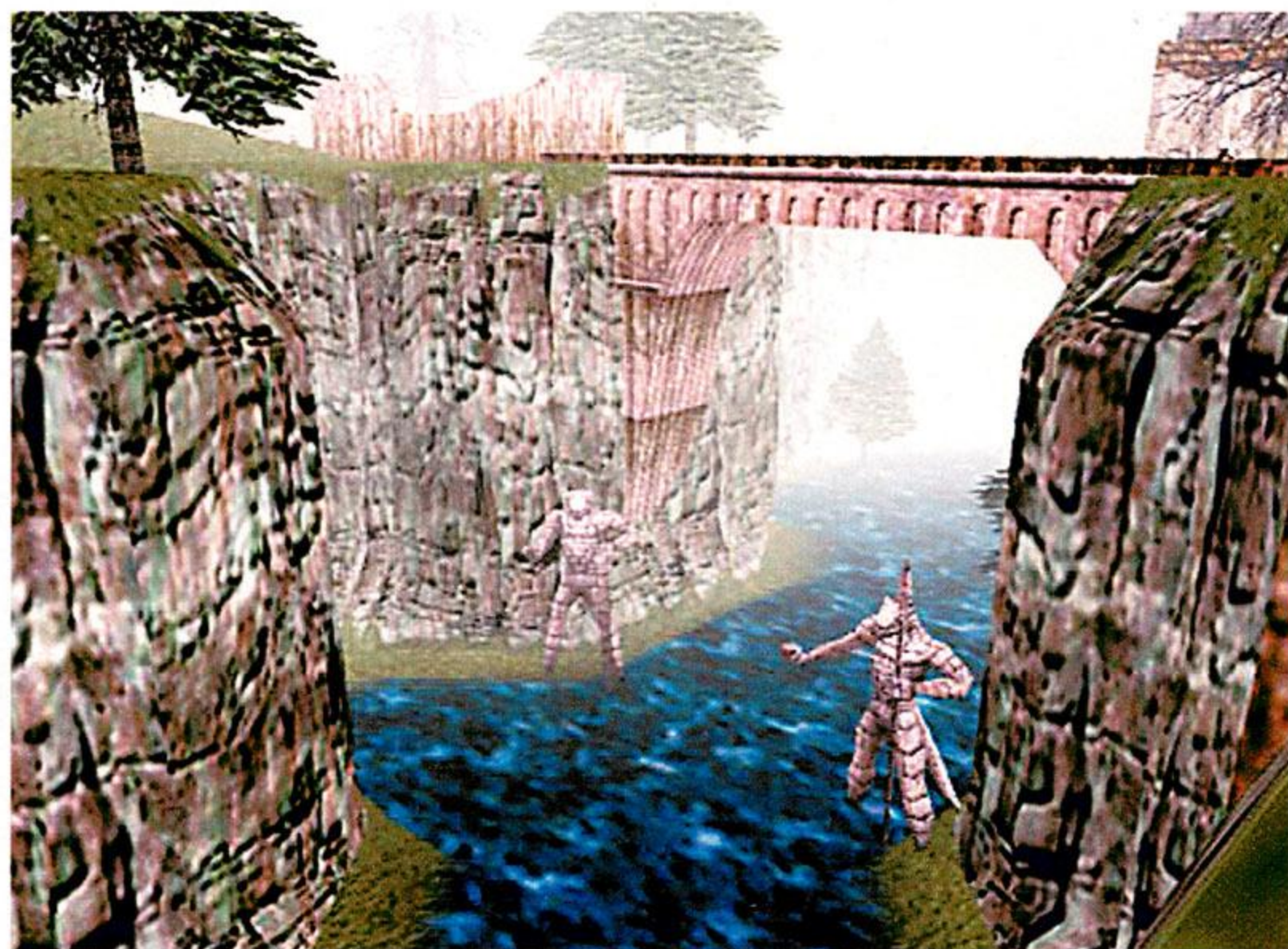
Sony buys *EverQuest* creator Verant, restructures online biz

Showing the company takes online gaming for the PlayStation 2 very seriously, Sony recently announced it has acquired Verant Interactive, creator of online phenomenon *EverQuest* and a future *Star Wars* online game, and appointed former 989 Studios President Kelly Flock to head up the new Sony Online Entertainment unit.

After laying off more than 100 employees at Sony's Los Angeles and New York offices, Flock will relocate the newly streamlined division to San Diego, where Verant is also based. While Flock will also take up Sony's Station gaming Web

site, the plan will likely abandon the site's free games for more lucrative subscription games.

"I continue to believe that online gaming is the fastest-growing, most exciting area of interactive entertainment," Flock said. "Sony Online Entertainment has the edge in technology and content, and I am excited by the opportunity to create and lead the next mass-market category of gaming." With *EverQuest*'s 170,000 paying subscribers in the fold, and the upcoming *EverQuest 2* and online *Star Wars* game, Sony will definitely be at the head of the line.



**BRIDGE OVER TROUBLED WATER** Bridging the gap to the 21st century? Nah, it's just some bridge from *Ruins of Kunark*, the *EverQuest* expansion pack.

# Dreamcast Rebate

Sega President Peter Moore announces a \$50 rebate to Dreamcast buyers. So, what are you waiting for?

On top of its bold-free Dreamcast campaign announced last month, Sega recently launched a new campaign to wrangle new Dreamcast owners into its online gaming community at [Sega.com](http://Sega.com) by offering them a \$50 rebate if they sign up for a free 30-day SegaNet trial membership.

It may sound too good to be true, but it ain't. Buy one of Sega's next-gen consoles between June 4 and August 31, 2000, and you're eligible to receive the rebate. Sign on at [Sega.com](http://Sega.com) or call Sega at 800-688-8460. Membership requests must be submitted by September 15 to qualify for the rebate. Expect to wait 10 weeks for the check.



# PlayStation to Go

Sony plans to release a new screenless, Discman-size portable PlayStation this fall

**W**hile many gamers have speculated for years that Sony would eventually put out a handheld gaming device to compete with Nintendo's almighty Game Boy, it seems Sony's actual portable plans are actually much less dramatic.

According to our sister publication *MCV Now*, the gaming giant will release a Discman-size version of its original PlayStation this fall, and the portable will be hitting stores around the same time as PlayStation 2. Set to retail at \$99, the mini PS will not have its own screen, and it will be marketed as a take-anywhere PlayStation that plays all preexisting PS games and could even plug into a car's cigarette lighter. As a result, look for PS games to be rereleased in travel-friendly formats.

## RANTING

NO-HOLDS-BARRED EDITORIAL SEETHING

### No. 9: Gettin' Personal

**What's worse than playing a bad video game? According to Roger Burchill, it's enduring the tirades, excuses, and whining of game companies bitter about the press.**

**W**hat's that? You didn't appreciate my stinging review of your latest game, *Crappy Piece of S\*\*t IV*? And you'd like me to explain why I gave it such a low score? Well, if you'd take a moment and snap out of your PR hype-induced trance, you might notice there are words on that page you're looking at.

See how the words explain that the graphics have pixels so large I could play checkers on my TV? Or how the control is so unresponsive I'm more inclined to believe that pushing a button opens a garage door in China than actually influences anything on the screen?

Oh, I see. The game wasn't intended for the hardcore

gaming audience. So just which demographic were you targeting the game for, the "Mommy decides what games are okay for me" children's market or the "I don't like to play in front of other people" girl-gaming segment? Despite being a tad confused and clueless, I can't seem

to recall either of the groups clamoring for an increased *crap* factor in their games!

I'm sorry to hear you don't agree with my assessment, and yes, I will take note of your objections. In fact, I'm filing it in this convenient gaping space in my wallet - the space that was once occupied by 50 hard-earned dollars that I spent on *Crappy Piece of S\*\*t IV*. Thanks for calling. Buh-bye.

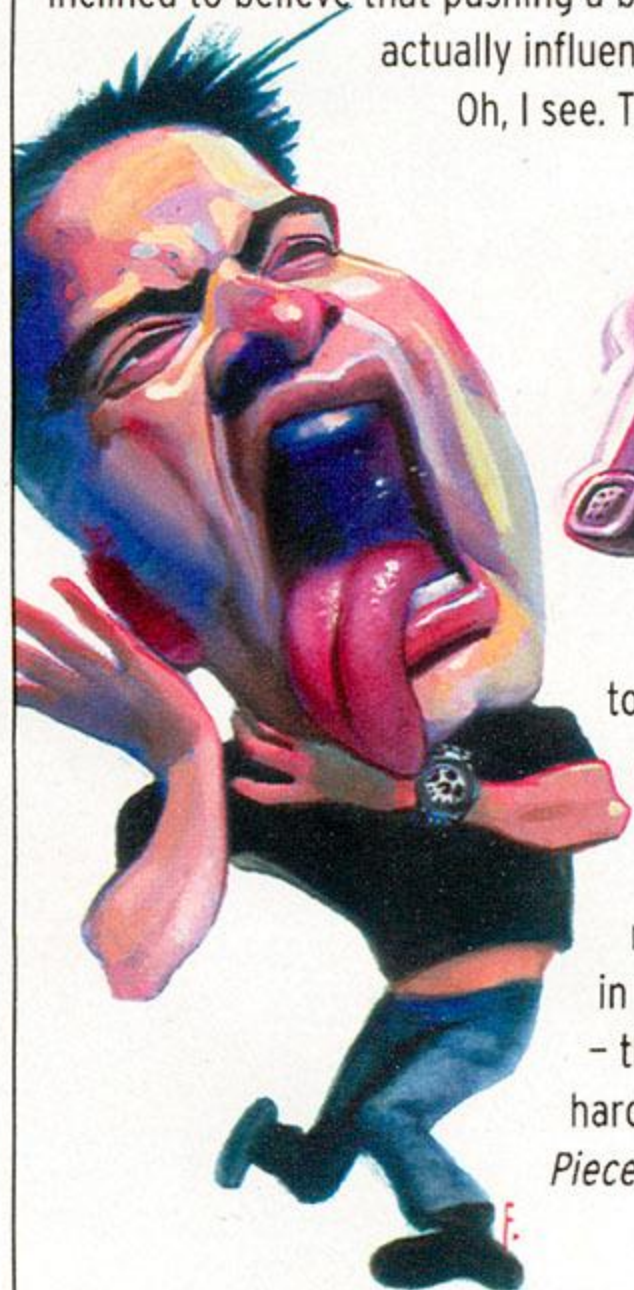
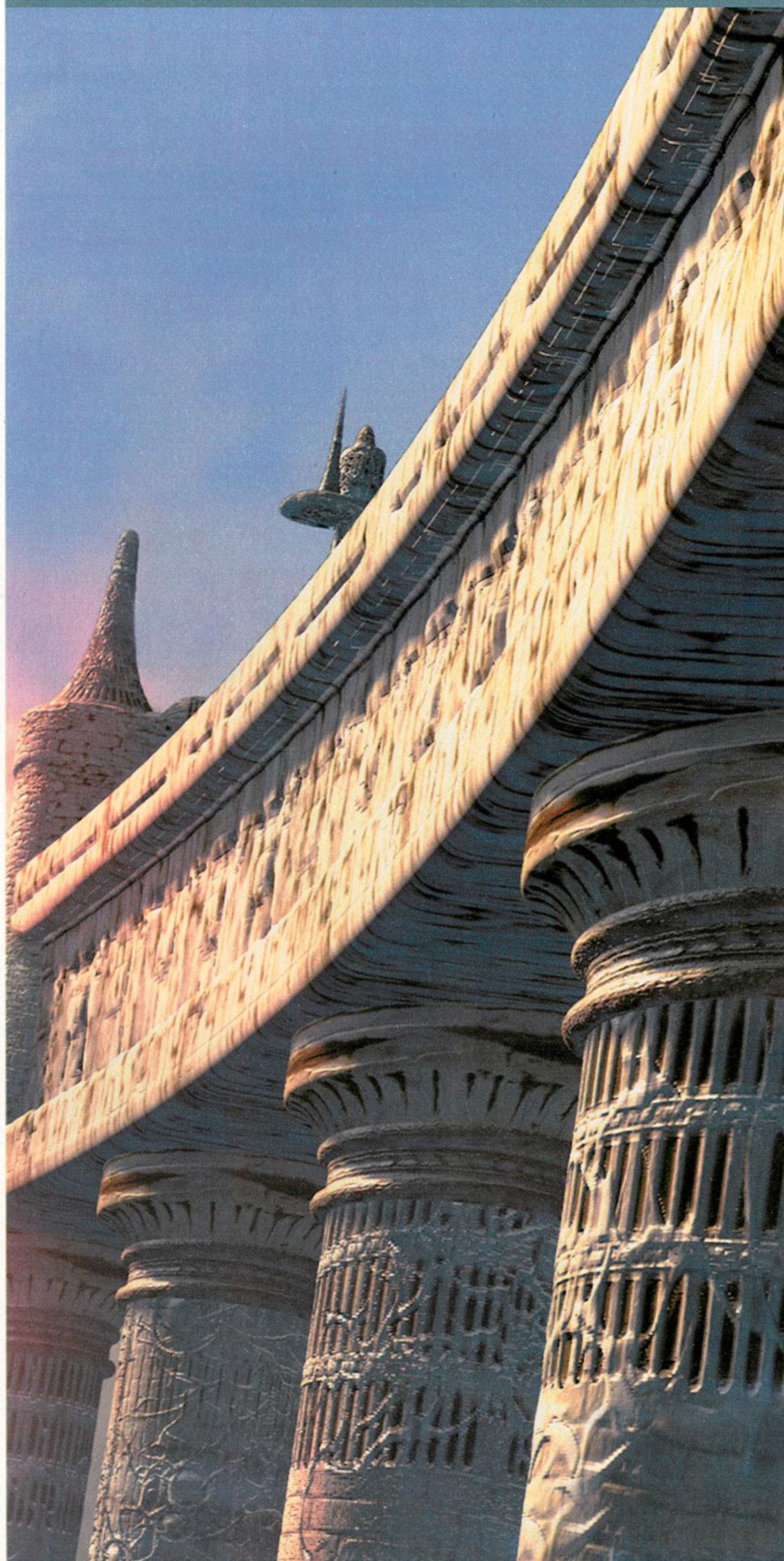


ILLUSTRATION BY FRED HARPER

# E N I E D .

◀ MATCH ARROWS

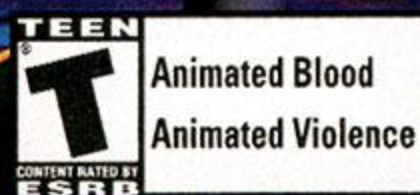


◀ MATCH ARROWS

THE LEGEND OF  
**DRAGOON**

THE END IS JUST THE BEGINNING.





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PASTY COMPLEXION,  
FUNNY ACCENT,  
BAD TEETH.

HE'LL FEEL  
RIGHT AT HOME  
IN LONDON.

Good looks are nice, but they won't help you defeat an evil maniac hell-bent on conquering the world. Lord Palethorn's sinister spell has unleashed a gang of sadistic villains on Victorian London. It's up to Sir Dan to destroy them with his lethal arsenal -- Gatling guns, torches, axes, his own removable arm and more. Between mighty battles and baffling puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends -- a mad professor, a wily ghost and his Egyptian princess girlfriend -- to prevail over an unspeakable horror. After all, a guy can't save the world on bad looks alone.

# MEDIEVIL

A GOTHIC JOURNEY TO DIE FOR.





# incite US TOP 25

In association with The NPD Group, here are the Top 25 best-selling console games for the first two weeks of May, as well as the single-format console Top 10 charts

## Pokémon Stadium

## 1 Best-Selling Game

1

Nintendo  
Nintendo 64

No. 1. Again. We could use this as another opportunity to belittle the greatest gaming phenomenon of our time, but frankly, with more games and another movie on the way, we're defeated. Aw, what the hell... Pokémon sucks!



2

WWF Smackdown

THQ / PlayStation

Gee, Vince, it sure was nice of you to let The Rock be champ, for what, like, two minutes?



3

SW: Episode I — Jedi Power Battles

LucasArts / PlayStation

Beware of the dark side! Anger... fear... Jar Jar... The dark side of the Force are they.



4

Tony Hawk's Pro Skater

Activision / Nintendo 64

The good news: *Tony Hawk* reveals the beauty, skill, and artistry of skateboarding.



5

Tony Hawk's Pro Skater

Activision / PlayStation

The bad news: We're certain someone's pitching *Brian Boitano's Pro Ice Skater*.



6

Excitebike 64

Nintendo / Nintendo 64

Notice how the best motocross game available *doesn't* bear an endorsement?



7

Syphon Filter 2

989 Studios / PlayStation

Heads: Logan shoots him in the face and then kicks him in the groin.



8

Syphon Filter

989 Studios / PlayStation

Tails: Logan shoots him in the groin and then kicks him in the face.



9

Triple Play 2001

Electronic Arts / PlayStation

"This field, this game, is a part of our past. It reminds us of all that was once good...."



10

Gran Turismo 2

Sony / PlayStation

GT2 still needs a Ford Pinto, so you could run into opponents and blow them up.



11

N Wild Arms 2

Sony / PlayStation

The "Arms" in *Wild Arms 2* stands for "Awkward Rush and Mission-Savers," which wins our award for the most forced acronym ever.

12

N Tom Clancy's Rainbow Six

Majesco / Dreamcast

The most challenging part of this game is trying to figure out how to access 35 different commands with your controller. Thanks, Majesco!

13

N Spec Ops

Take-Two / PlayStation

After playing this game for two minutes, you'll learn one of the bitter realities of life: A \$9.99 game has virtually no trade-in value.

14

10 MLB 2001

989 Studios / PlayStation

Note to 989: Lose the budget SportsCenter wannabes in your TV commercial and you might actually outsell *Triple Play* for once.

15

14 Spyro the Dragon

Sony / PlayStation

Okay, we know this is a pretty decent game, but the only reason it's on this list is because moms think the little dragon is soooo cute.

16

19 Crash Bandicoot: Warped

Sony / PlayStation

Millions of games sold, star power on par with Sonic and Mario, and we still have no idea what a real bandicoot looks like.

17

11 Army Men 3D

3DO / PlayStation

We figure this game is still in the Top 25 because confused people keep accidentally buying it. There is no other plausible explanation.

18

17 Namco Museum Vol. 3

Namco / PlayStation

One of our editors used to steal quarters from his mom to play *Galaxian*. An empty change jar implicated the criminal mastermind.

19

13 Mario Party 2

Nintendo / Nintendo 64

Anyone else find it strange that a plumber can afford to throw parties all the time? When's the last time you saw Mario fix a sink? Hmm.

20

16 Namco Museum Vol. 1

Namco / PlayStation

*Pac-Man*, *Galaga*, *Pole Position*, and *Rally X* are legitimate classics, but who does Namco think it's kidding with *Bosconian* and *Toypop*?

21

5 Resident Evil: Code Veronica

Capcom / Dreamcast

Ouch, a 16-place drop in the standings! Either every Dreamcast owner bought this game last month or Sega needs more owners.

22

25 Metal Gear Solid

Konami / PlayStation

Sure, if we had a name like Solid Snake, we'd have no problems with the ladies either. He's probably carrying Viagra in his field pack.

23

N Army Men World War

3DO / PlayStation

Isn't it ironic that the real Army keeps suffering recruiting shortages, while every *Army Men* game 3DO churns out is a best-seller?

24

18 Gran Turismo Racing

Sony / PlayStation

Everybody loves to play this game so they can race around in sporty little cars. And then they go out and buy SUVs. What's up with that?

25

24 Tetris Plus

Jaleco / PlayStation

Haven't you people got this game figured out yet? You're like mice waiting for pieces of crack to come through the feeding tube.

### CHART LEGEND

Position this month  
Position last month

12 16

Movement

N New  
R Reentry

▲ Moving up  
= Same position  
▼ Moving down

### NPD

The detailed chart information on this page is provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).

## Nintendo 64 TOP 10

- 1 - 1 Pokémon Stadium • Nintendo
- 2 - 2 Tony Hawk's Skater • Activision
- 3 N Excitebike 64 • Nintendo
- 4 ▼ 3 Mario Party 2 • Nintendo
- 5 ▲ 7 Super Smash Bros. • Nintendo
- 6 ▼ 4 WWF Wrestlemania 2000 • THQ
- 7 ▲ 8 Super Mario 64 • Nintendo
- 8 ▼ 5 Namco Museum 64 • Namco
- 9 - 9 Mario Kart 64 • Nintendo
- 10 R GoldenEye 007 • Nintendo

Everybody has *Mario 64* by now. Are the N64 freaks buying backup copies or what?

## PlayStation TOP 10

- 1 - 1 WWF Smackdown • THQ
- 2 ▲ 3 SW: Episode I - JPB • LucasArts
- 3 ▲ 6 Tony Hawk's Skater • Activision
- 4 ▼ 2 Syphon Filter 2 • 989 Studios
- 5 - 5 Syphon Filter • 989 Studios
- 6 ▼ 4 Triple Play 2001 • EA
- 7 ▲ 9 Gran Turismo 2 • Sony
- 8 N Wild Arms 2 • Sony
- 9 N Spec Ops • Take-Two Int.
- 10 ▼ 7 MLB 2001 • 989 Studios

Take-Two scored with the \$9.99 *Spec Ops*, but remember, you get what you pay for.

## Dreamcast TOP 10

- 1 N TC's Rainbow Six • Majesco
- 2 ▼ 1 RE: Code Veronica • Capcom
- 3 N Grand Theft Auto 2 • Rockstar
- 4 N Gundam SS 0079 • Bandai
- 5 ▼ 2 Crazy Taxi • Sega
- 6 ▼ 3 Dead or Alive 2 • Tecmo
- 7 ▼ 6 NBA 2K • Sega
- 8 ▲ 9 NHL 2K • Sega
- 9 ▼ 5 TR: The Last Revelation • Eidos
- 10 R NFL 2K • Sega

Majesco at No. 1 on the Top 10 Dreamcast chart? Un-freakin'-believable.



What can you get for under \$10?

a)

60546	221	13	2	0	72.00	EGDSDFB
17.00	UPPER UPPER CONCOURSE					
72.00	THE CORPORATE-MEGAPLEX ARENA				22	86095
221	IN ASSOCIATION WITH "ROT YO TEETH SODA"				221	
213498	PRESENTS				CHUMP	
15	1	"DA CORN BISCUITS"				15
HMBONE	NO GOOD TIMES/NO FUN				MD	17.00
04AUG	FRI	AUG	4	2000	3:30 PM	0

b)



c)



d)

"A great new game for the PlayStation® game console..."



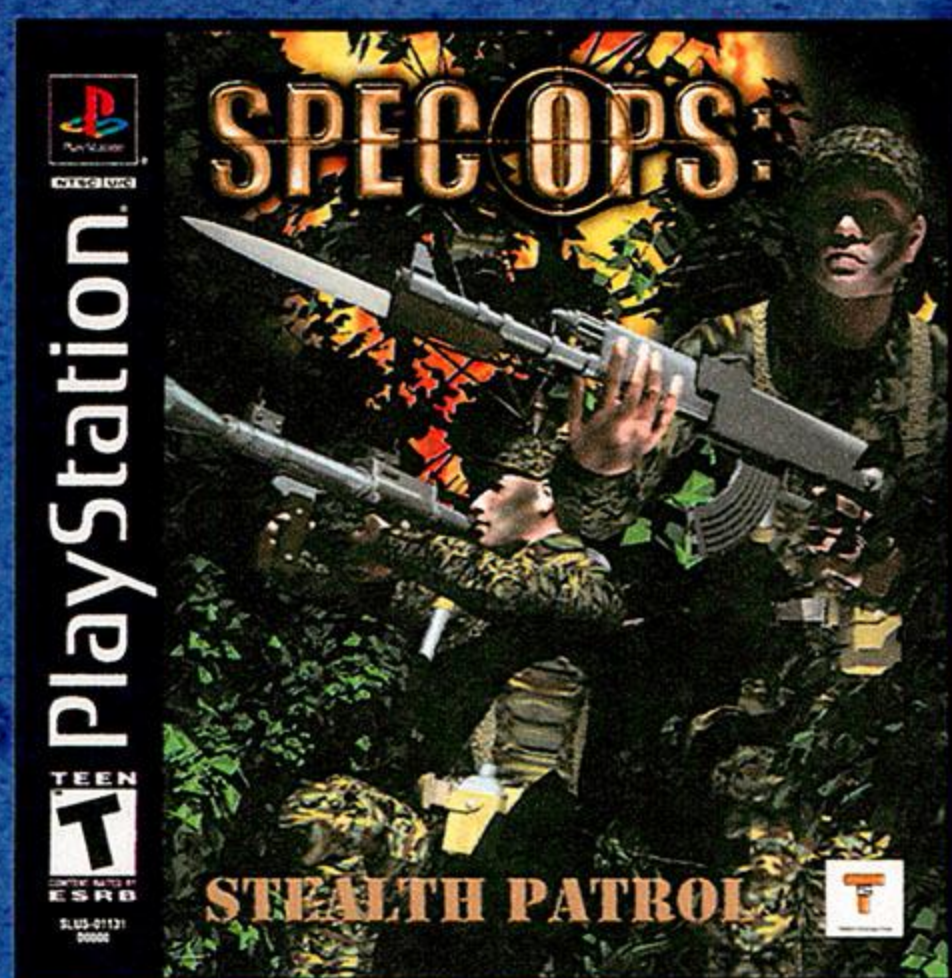
# \$9.99

## YOU GOT GAME

# \$9.99

### SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU TOMORROW...YOU'RE ALREADY THERE!



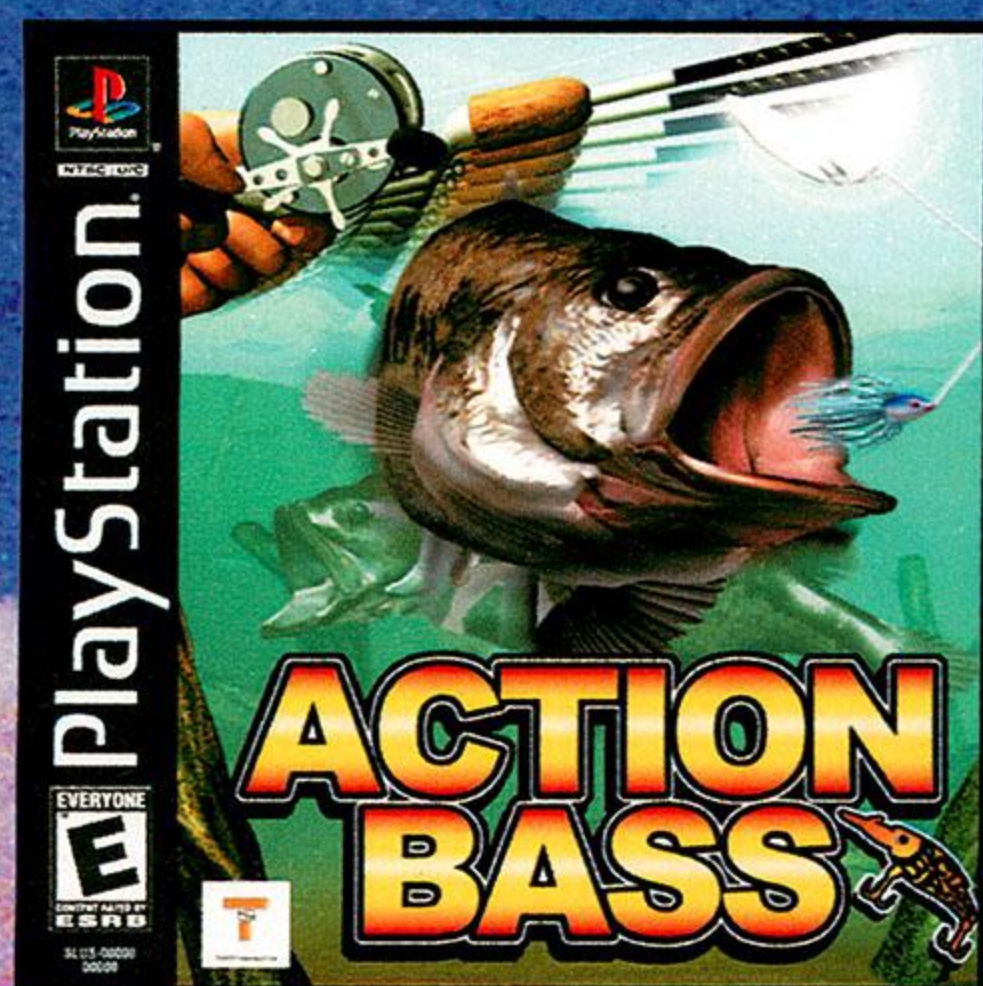
April 2000



- Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units.
- **Fight** against time and huge **enemy forces** in global **terrorist hotspots**.
- An **arsenal** to choose from including **night-vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.
- **Two player** split-screen battle mode.
- Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

### ACTION BASS

SIZE MATTERS



May 2000



- Tournament-style Challenge Mode, **free-wheeling** Free Mode, and an Extra bonus Mode is available.
- **Lure Action** Gauge (lure movement status meter) allowing the player to monitor **lure movement** easily.
- Enjoy watching fish (up to five heaviest) you brought back in the **Aquarium Mode**.
- Five diverse lures are available at the beginning, covering a **wide range** of water conditions and lure **movements**. More lures will be available as the player **gains experience**.
- Wide variety of "lure action" possible to **attract bass**, with some lures requiring retrieving or rod **movements** only while others requiring **skillful** combination of the two.

# \$9.99\*

## YOU GOT GAME

# \$9.99

WWW.TAKE2GAMES.COM



# \$9.99

## YOU GOT GAME

# \$9.99

### MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends.

Reason for breakdown of transmission: unknown.

Fate of Vita 1 base: unknown.



May 2000



- Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1.
- Dozens of **treacherous** subterranean city caverns to **explore**.
- **Non-linear** puzzle structures **challenge** you at every turn.
- Strange and **violent creatures stalk** you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis**.

### GRUDGE WARRIORS

THERE IS NO SUCH THING AS FRIENDLY FIRE.



April 2000



- **23** mission battle **arenas**.
- **11** **ruthless** and unique **gangs** + the Final Boss to compete against in battle.
- Each level is loaded with **secret areas**, hidden **power-ups** and dozens of non-gang opponents like **attack droids** and robotic gun turrets.
- **Head-to-head** 2 player split screen **combat**.
- Dozens of power-ups including **invulnerability**, invisibility, **double damage**, guided missile jammers, nitro boosts...
- An arsenal of **destructive** weaponry including **shield-draining** bombs, energy **mega-bolts**, corrosive gas bombs and mini-thermonuclear **warheads**.

\* Suggested Retail Price=\$9.99.

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# \$9.99

## YOU GOT GAME

# \$9.99

WWW.TAKE2GAMES.COM





**"I was in New York about a year ago doing sound design and music for video games, and I was doing sound design for the Sci-Fi Channel. But I submitted a bunch of stuff [for games], mainly just sounds."**



# A Perfect Gamer

**Paz Lenchantin** may be A Perfect Circle's secret weapon, but she never plays with guns. Paul Semel sizes up this bass-playing bad-ass.

**T**here are some women you just want to talk to, some you'd like to cook for, and some you'd like to see playing naked Twister. Paz Lenchantin is the kind of woman you could fall in love with. But it's not because she's whip smart, quick-witted, or has an irresistible smile. Nor is it because she plays bass for A Perfect Circle. It's because when you're talking to her, cooking up some stir-fry chicken with vegetables and eyeing the Twister mat suspiciously, she'll be listening, licking her lips, and eyeing your PlayStation. As this adorable Argentinean says with a wicked grin, "I just love playing video games."

**So, what's it like to be a cute girl who plays video games?**

It's really sweet. [Laughs.] But then, I don't know how to play video games, except to just play them.

**Do you have any advantages over cute girls who don't play video games?**

Well, if there is an advantage, it might be that if a guy is playing against me, he might get a little nervous because he doesn't want to get beat by a girl. There was this one time when I noticed this guy playing another guy, and he was an amazing player, but then he played me, and he didn't do too well.

**Guys will sometimes bring a woman flowers to impress her. Has a guy ever brought you a video game to impress you?** No... unfortunately - though I did get a lot of different dolls from a guy once. I'm really into Tim Burton, and this guy gave me some *Mars Attacks!* dolls that make crazy sounds. I love those, especially when the batteries start dying, "Beeooooo..."

**What was the first game you ever bought with your own money?**

Does an Atari count? Because I once saved up \$55 to buy one. I used to play all the time when I was

nine, and I was such a junkie that I would break the joystick every other day. My brother was really into it, too, but I kicked his ass.

**What games did you guys play?**

It started with *Pitfall*, *Pac-Man*, *Frogger*, and *Asteroids*, and eventually led to *Tomb Raider* and *Tekken*, which I love. Whenever I need a quick rush, I play *Tekken*.

**What have you been playing lately?**

I haven't been playing as much since we've been on the road. If there's anything I've been doing, it's that I've been trying to create my own video game concepts.

**Have you started talking to video game companies about it yet?**

No, I'm kind of scared to do that because all the concepts aren't down on paper yet. Not that I don't trust anybody, but I'm just not quite ready yet. But like I said, I've been really busy. The other guys in the band are often in the back of the bus, playing games, but I'll be in the front doing something else.

**Do you think you could take them?**

Oh, yeah. We play a lot of games aside from video games, though.

**Like what? Quarters?**

No, like Snaps. Have you ever heard of Snaps?

**Is that the thing where you say something about my mama being so old...?**

No, it's a telepathy game. It's pretty incredible.

**Do you have telepathy? Are you going to make my head explode if I insult you?**

[Giggles, then closes her eyes momentarily as if she's going to make my head explode.]

**Okay, then... So besides being cute, funny, and smart, you've written the music for some games, I understand.**

I was in New York about a year ago doing sound design and music for video games, and I was doing sound design for the Sci-Fi Channel. But I submitted a bunch of stuff, mainly just sounds. It wasn't like anything is going to say, "Music by Paz."

## GAMER CREDENTIALS

**Years as a Gamer:** 17



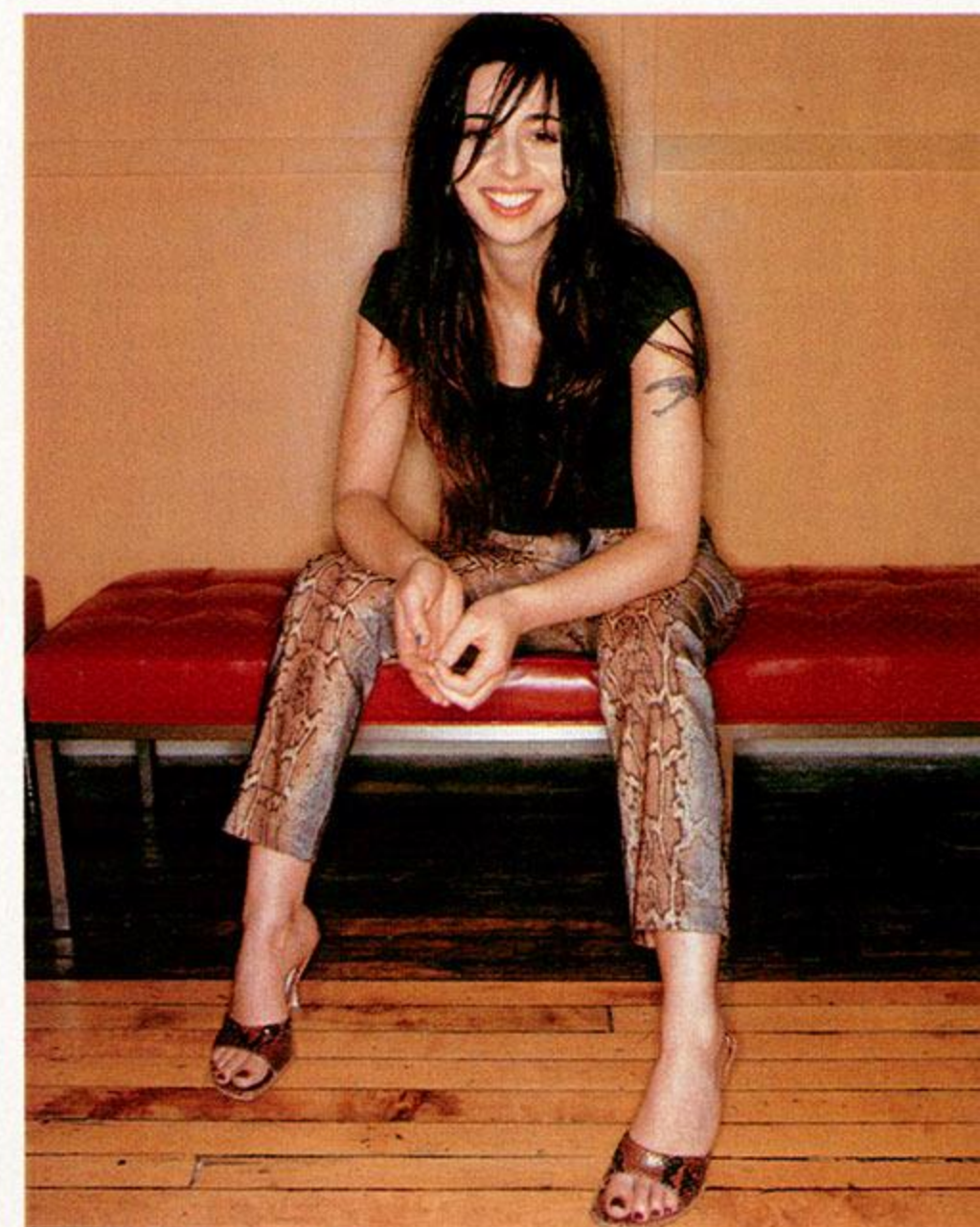
**Years as a musician:** 21

**Favorite game:** *Asteroids*

**Systems owned:** Atari 2600, Nintendo 64, and PlayStation

**Instruments played:** bass, guitar, violin, and piano

**Latest album:** A Perfect Circle's album is called *Mer de Noms*.



**PERFECT PRODUCER** Not only does she play games, but she's designing her own.

**Are there any games you're terrible at?**

Definitely racing games. But I'm a terrible driver. I actually want to get one of those things that will tell me where I am because I write music in my car, and since every street looks exactly the same in Los Angeles, I'm constantly getting lost. And then cops see me cruising around, so they pull me over.

**Do you ever cheat when you play?**

Never. Not into it.

**What do you do when you get stuck?**

I don't. But what does that mean, get stuck? You constantly get stuck; it just depends on where your patience runs out. But I was a piano teacher, teaching kids, and they taught me a lot of patience. **Lastly, is there any game you're into that you'd like a secret weapon for?**

Not into guns. Turns the guns into magic wands is what I think.

**Okay, then what game would you want a secret magic wand for?**

[Giggles.] I don't know, maybe I'll make it.





# Capture runaway cat With repairman's help.




If only the answers to solving the mysteries of Wild Arms 2 were this easy to find. Instead, you'll face a monumental challenge to discover the secrets that lie within this stunning, yet mysterious 3-D world. A place where fate lies in the balance. Where one courageous, determined hero must sacrifice his heart for peace. Can he use the power of all living life forms and save Filgaia from the evil forces of Odessa?

## Buy drinks to learn gossip.



### Kick Computer to make it work.




### Teleport Orb gets you to island.



### Save before using duplicators.

### Look inside barrels.







try to  
do better  
next  
century

Use Search  
System to  
find money

Condition  
Green  
cancels  
status.

Player-controlled camera angles

Choose from 3 characters to start quest

Battle detailed enemies

Solve brain-racking, action-oriented puzzles

**WILD ARMS 2**

What legends  
are made of.

the  
answers  
are out  
there

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# ELECTRIC BOOGALOO

Scotty Too Hotty and The Worm are fast becoming the hottest properties in pro wrestling. Jon Robinson investigates the break dancing phenomenon.

**Has The Worm taken over as the new "most electrifying move in sports entertainment?"**

It does seem like it's going head-to-head with The People's Elbow in terms of popularity these days. There's a little bit more technique needed to pull off The Worm, though, wouldn't you say?

**It definitely takes more dancing skills. Where did you come up with the move?**

Fifth-grade recess. [Laughs.] For real, that's where it all started.... That's where I learned how to do The Worm. Break-dancing was huge when I was in fifth grade. I just never knew years later I'd be doing it in my job and getting paid for it. **The other night you even busted out a Windmill to spin to your feet. Are more break dancing moves in the works?**

That's top-secret information, but by the time this article comes out, fans can expect to see more moves like The Windmill on a regular basis.

**We know break dancing was a big part of your childhood, but how about video games?**

Like everyone else, I had an Atari 2600. You know, *Pac-Man*, *Space Invaders*, *Combat*. A lot of guys in the WWF bring their video game systems with them on the road, but I'm so busy, I don't get much time to play.

**You're in a couple of new WWF games coming out. What's the most important thing THQ needs to capture about Scotty Too Hotty?**

I think you've got to get the dancing in there. They already have all of the wrestling moves down, but the dancing is the fun part of the whole character, along with the hair.

**Yeah, what's up with that hair? How in the world do you get it to stick up like that? Do you use toothpaste?**

It's actually Propecia and Viagra mixed. [Laughs.] No, it's just a really strong hair spray. Tease it up, spray it, and it's done. Someone else told me that toothpaste works the best, but I haven't had the chance to try it out yet.

**So when you, Grand Master, and Rikishi start dancing, is it difficult to keep a straight face?**

Yeah, yeah, because man, that's the best part of everything. When we're done wrestling and the three of us are in there dancing, especially when we can take our time and hype up the crowd, there's nothing like it. It's just unreal. I do start laughing sometimes, though. Especially at the house shows, when we're just out there having fun, goofing around, doing whatever... slapping Rikishi's big bon-bon.

**Who's the worst dancer of the group?**

It's funny. We're all awesome. My character's like I can't dance but I'm trying my hardest, Brian's character [Grand Master Sexay] is like he can't dance but he thinks he's a great dancer,





## Wrestler Profile


Droppin' WWF knowledge

**Name:** Scotty Too Hotty  
**Born:** Westbrook, Maine  
**Trademark Move:** The Worm  
**Tag Team:** Too Cool (with Grand Master Sexay)  
**Rank:** WWF Tag Team Champions

and Rikishi, the great big fat guy, he's just incredible. He really can get out there and move, and he comes up with a lot of what we do out in the ring in terms of getting down and dancing.

**Who was your favorite guest dancer so far?**  
 I would say Chris Jericho, because if you watch the tape, you'll see he's pretty horrible. Buh Buh Ray Dudley busting out the Macarena was pretty good, too.

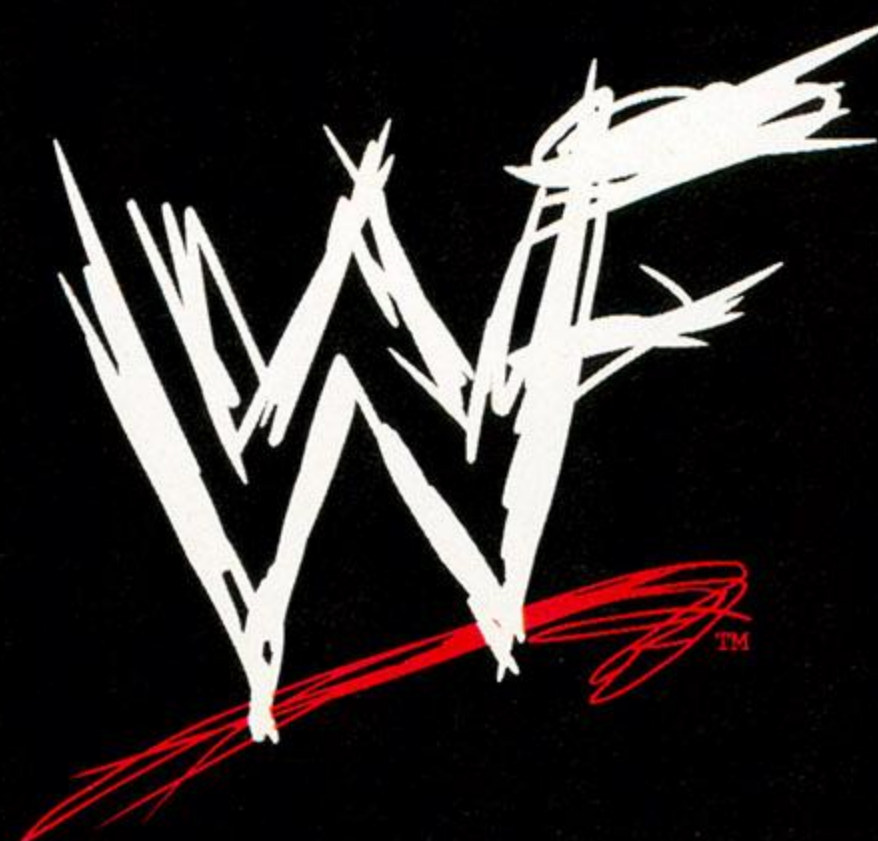
**D'Lo Brown hasn't danced with you, but he's been talking a lot of trash about how he's the best gamer ever. He's challenged you and Grand Master Sexay to a future battle. Do you think you could take him?**

A little tag-team handicap match. I think I could take him. I think I could. And if I can't, I guess I'll just have to Worm his ass. 

"It's actually Propecia and Viagra mixed.

[Laughs.]

No, it's just a really strong hair spray. Tease it up, spray it, and it's done."



Check out Scotty Too Hotty and the rest of the WWF as they Worm their way to a town near you this July.

Date	Location	Tickets
7/1	Houston, TX	713-629-3700
7/2	Tampa, FL	813-287-8844
7/3	Orlando, FL	407-839-3900
7/4	Ft. Lauderdale, FL	305-358-5885
7/8	Anaheim, CA	714-740-2000
7/9	Sacramento, CA	916-649-8497
7/9	Bakersfield, CA	661-322-2525
7/10	San Jose, CA	408-998-8497
7/11	Oakland, CA	510-762-2277
7/15	Kansas City, MO	816-931-3330
7/16	Wilkes-Barre, PA	570-970-7600
7/17	Albany, NY	518-476-1000
7/18	Uniondale, NY	631-888-9000
7/23	Dallas, TX	214-373-8000
7/24	Austin, TX	512-477-6060
7/25	San Antonio, TX	210-244-9600
7/29	Pittsburgh, PA	412-323-1919
7/30	Tallahassee, FL	800-322-3602
7/30	Pensacola, FL	904-434-7444
7/31	Atlanta, GA	404-249-6400

Win an autographed picture of Scotty Too Hotty

**In the 2000 Royal Rumble, who eliminated Scotty Too Hotty from the battle royal?**

The first person to answer correctly will win an autographed picture of Scotty Too Hotty. Send answers to [wwf@incite.com](mailto:wwf@incite.com).

**Last Month's Winner!**

The winner of the D'Lo Brown trivia contest was **Caroline Hathaway of Interlaken, NY.**

She answered the following question correctly: **Who did D'Lo Brown defeat to win his first European title?**

Answer: Triple H.

For more on Scotty Too Hotty and the WWF, check out [www.wwf.com](http://www.wwf.com).

**Next Month**

We see what Grand Master Sexay has to say.



PHOTOGRAPHY BY BENJAMIN HOFFMAN





**When I'm not playing,**





**I like to watch.**

**elecplay.com** 

**electric playground**  
**Videogame television on the web.**

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COVER STORY X-MEN: MUTANT ACADEMY

# GREAT EXPECT

A collage of X-Men characters. In the top left, a small image of Storm. In the top right, a close-up of Cyclops with his visor and red energy beams. In the bottom right, a close-up of Wolverine's face with his yellow eyes. In the bottom left, a close-up of Storm with her mouth open in a shout. A large, textured yellow 'X' is centered in the background.



X-MEN: MUTANT ACADEMY COVER STORY

PREVIEW BY ROGER BURCHILL  
INTERVIEW BY PAUL SEMEL

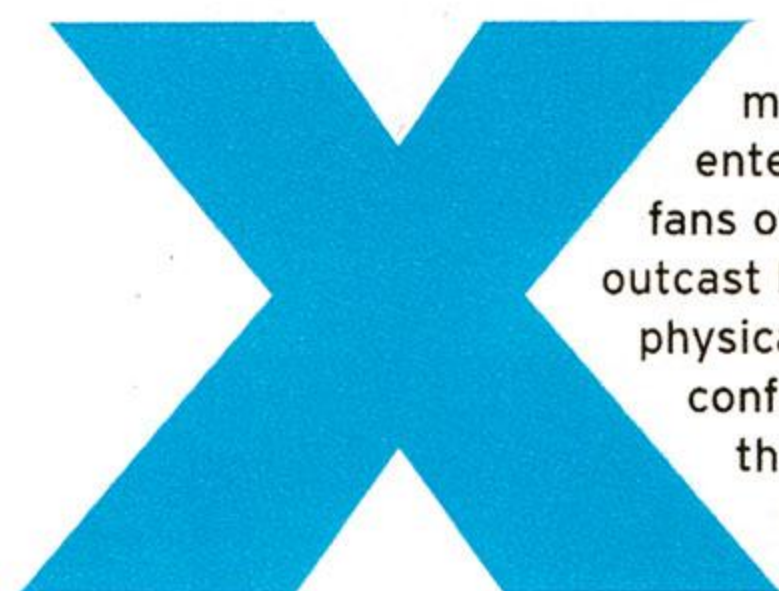
# ACTIONS

If we already had the costume  
and **superpowers**, we'd  
skip school and go  
straight to the pros





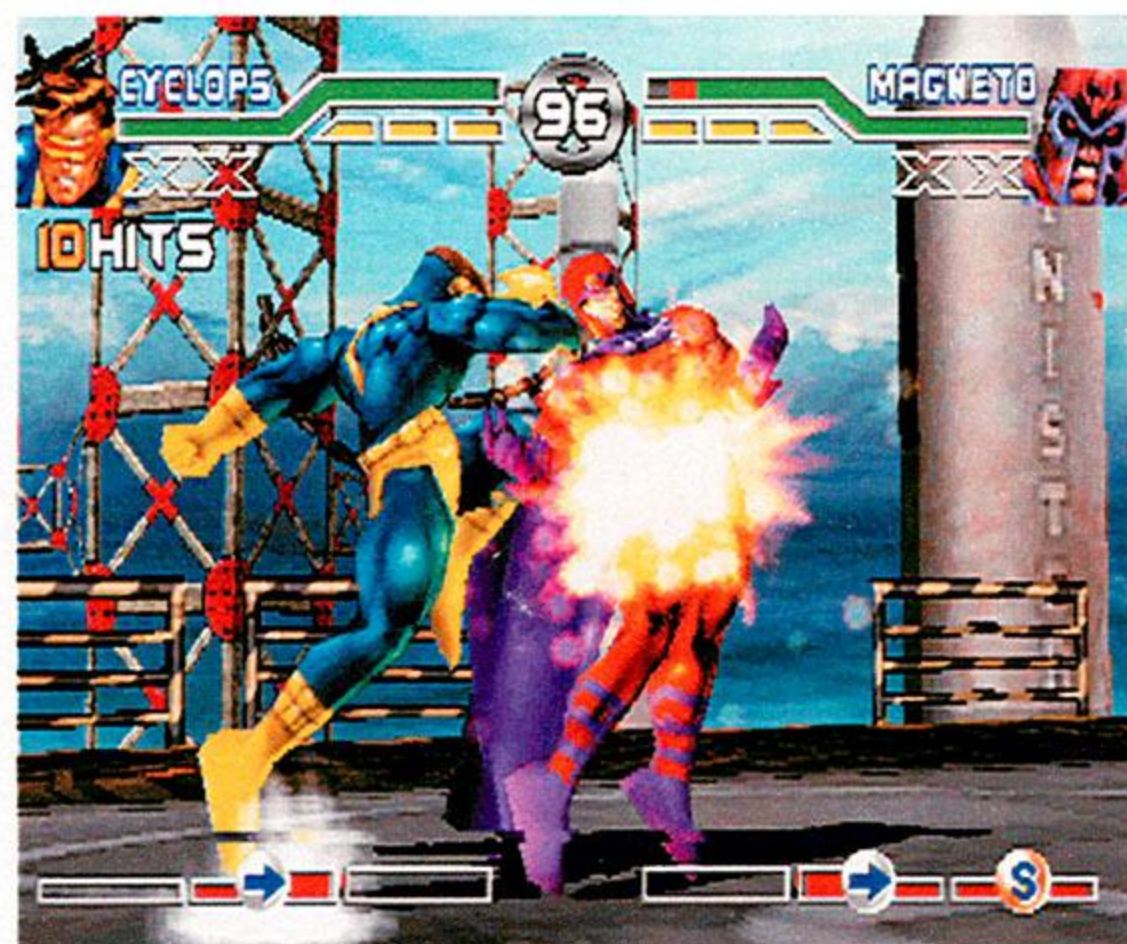
**Pledging to defend a world that fears them, the X-Men battle against every form of evil – even if that evil is one of their own mutantkind.**



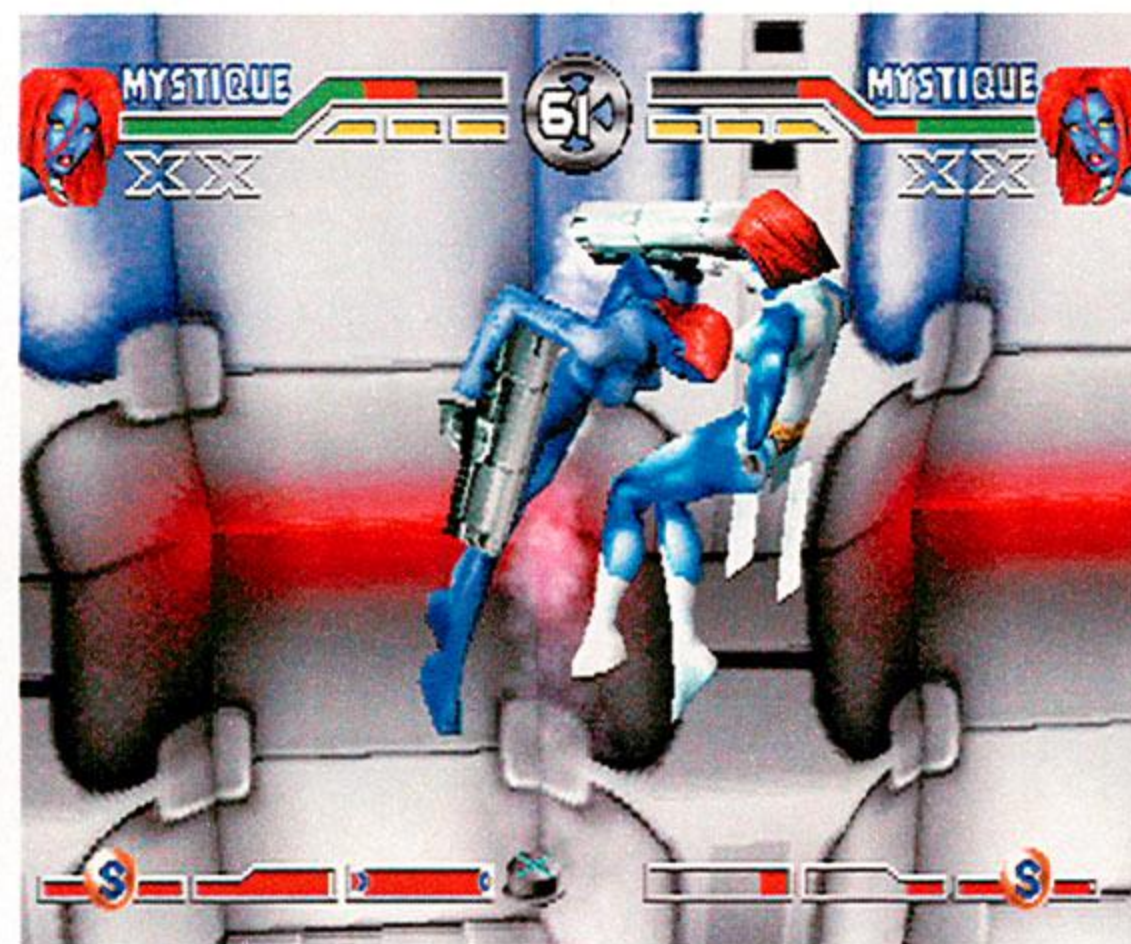
**X**-Men. For the uninitiated, the title holds little meaning beyond an evening's worth of movie entertainment on some hot summer night. But for fans of the comic franchise, the adventures of the outcast band of superheroes are marked by colossal physical confrontations and fraught with moral conflicts and psychological struggles. For the X-Men, the battle isn't merely against an evil antagonist, but with the inner demons that perpetually ask why they are fighting for a world that would sooner destroy them than accept their mutant attributes.

But while the emotional complexity of the X-Men may be the essence that distinguishes them to their legion of fans, angst-filled inner strife does not make for exciting video game fare. Instead, *X-Men: Mutant Academy* focuses on superpower-enhanced one-on-one combat between fan-favorite heroes and villains of the X-Men franchise.

While X-Men characters have made appearances in Capcom's *Marvel vs. Capcom* series, *Mutant Academy* is slated to mark the first appearance of the personalities in a 3D fighting game. Of course, this description is a bit of a misnomer, as while the characters in the game are fully rendered in 3D polygons, the gameplay is strictly a 2D affair.



**HIS CUP RUNNETH OVER** Talk about magnetic personality: Cyclops' knee is irresistibly drawn to Magneto's groin.



**WARDROBE!** It's film versus comics in the fashion wars, as costumes from the movie are available for wear.



# The Mane Attraction

*Ex-wrestler Tyler Mane plays Sabretooth with his fur flying. Duck the fuzz.*

At 6-foot-10 and 275 pounds, Tyler Mane is not the kind of guy you want to run into in a dark alley. Not that the ex-wrestler would beat you up and take your lunch money if you did, since with his role as Sabretooth in *X-Men*, he won't be needing it anytime soon. Even if he did, though, he wouldn't get it by standing around a dark alley waiting for some shrimp on his way to lunch. That's because while Tyler may look like the kind of guy whom you wouldn't want to run into in a dark alley, he's actually more the kind of guy who'd come to your rescue if you did. In fact, you might even call him a pussycat. That is, if it wasn't such a bad pun.

**How familiar were you with the *X-Men* before signing up for this movie?**

Luckily I wasn't too familiar with it, because if I had been I probably would've psyched myself out.

**Have you had the chance to read any of the comics now?**

As soon as I started auditioning for the role of Sabretooth, I went out to the comic book stores to get some. Though when I walked into the store and asked one of the guys working there, "Do you have any comics on this... *X-Men*?" the guy actually laughed at me. "Which one do you want? There's four rows here, three of them are *X-Men*." But now I've become a fan. I'm still reading them.

**Before acting, you were a wrestler. Which is more physically demanding, acting in front of a camera or acting in the ring?**

Well, with wrestling, you only wrestle maybe 10, 15 minutes a night but your body gets pummeled. Yeah, it's fake, but when you pick up a 300-pound man and drop him, it still hurts. With acting, it's a lot of hurry up and wait. Like with Sabretooth, it would take four hours to do the makeup, but then I'd be sitting around and waiting while they finished up another scene.

**Because you had been a wrestler, did you do your own stunts in the movie?**

No, I had an excellent stuntman named Troy Brenna do my stunts for me. After wrestling for 11-and a half years, I figured I would do my own stunts, but when I walked into 20th Century Fox they were like, "We're going to have to get you a stunt man." Which I understand; they didn't want me to get hurt.

**Finally, the movie is also being made into a video game. Are you okay with people controlling your every move?**

Well, it's kind of an honor that people want to play as Sabretooth. But deep down, they know who's the real Sabretooth.

## TYLER MANE

Where you've seen him: Wrestling as Nitro/White Cloud in both the WCW and the UWF

Where you'll see him next: *The Adventures of Joe Dirt* with David Spade

Favorite superhero movie: "*The X-Men*. Now ask me my favorite superhero."

Favorite superhero: "Sabretooth."

Favorite hair spray: "I can't remember the name of it. But if any of them were giving me big money, I'd mention them."



# Frogger

*Darth Maul gets amphibious as Ray Park dons warts for the part of Toad.*

Ray Park may just be the most famous actor you couldn't pick out of a police lineup. Not that you'd have to, given the way his career is going, but even if it did go to Hell tomorrow, you'd have a hard time recognizing the guy. Thanks to such roles as Darth Maul in *Star Wars: Episode I – The Phantom Menace* (yes, that was him under the facial tats and horns) and the Headless Horseman in *Sleepy Hollow* (yes, that was him under the lack of noggin), Ray's getting to be a big star, and he's hardly shown his face. But that should change with his newest role as Toad in *The X-Men*, a part that not only lets him keep his head on, but also lets him wear less makeup than Tammy Faye Baker.

**Were you familiar with *X-Men* before being cast as Toad?**

I knew of the X-Men from when I was a kid, 'cause all the toys I had were *Star Wars* toys, Batman toys, and Spider-Man toys. In fact, I always wanted to get bitten by a radioactive spider so I could become Spider-Man. So I knew of *The X-Men*, though I wasn't really deep in it.

**The movies you've done have all been big blockbusters. Do you have any interest in doing a small romantic comedy?**

Well, I do want to go further in my acting, but I also want to be recognized for the skills I have as a martial artist and a gymnast, so those are the kind of movies I want to do. In fact, my original goal was to go to Hong Kong and do Hong Kong martial arts movies. That was actually the reason I started doing martial arts, to do kung fu movies.

**Cool. Can you break bricks with your head?**

Well, there's no point in doing that. [Laughs.] When I was doing demonstrations, I used to break wood with a flying kick, but that's a form of conditioning I don't do anymore. I like doing the creative, showy stuff for movies more.

**Your characters in *Star Wars*, *Sleepy Hollow*, and *The X-Men* have been made into action figures. Is that cool or weird?**

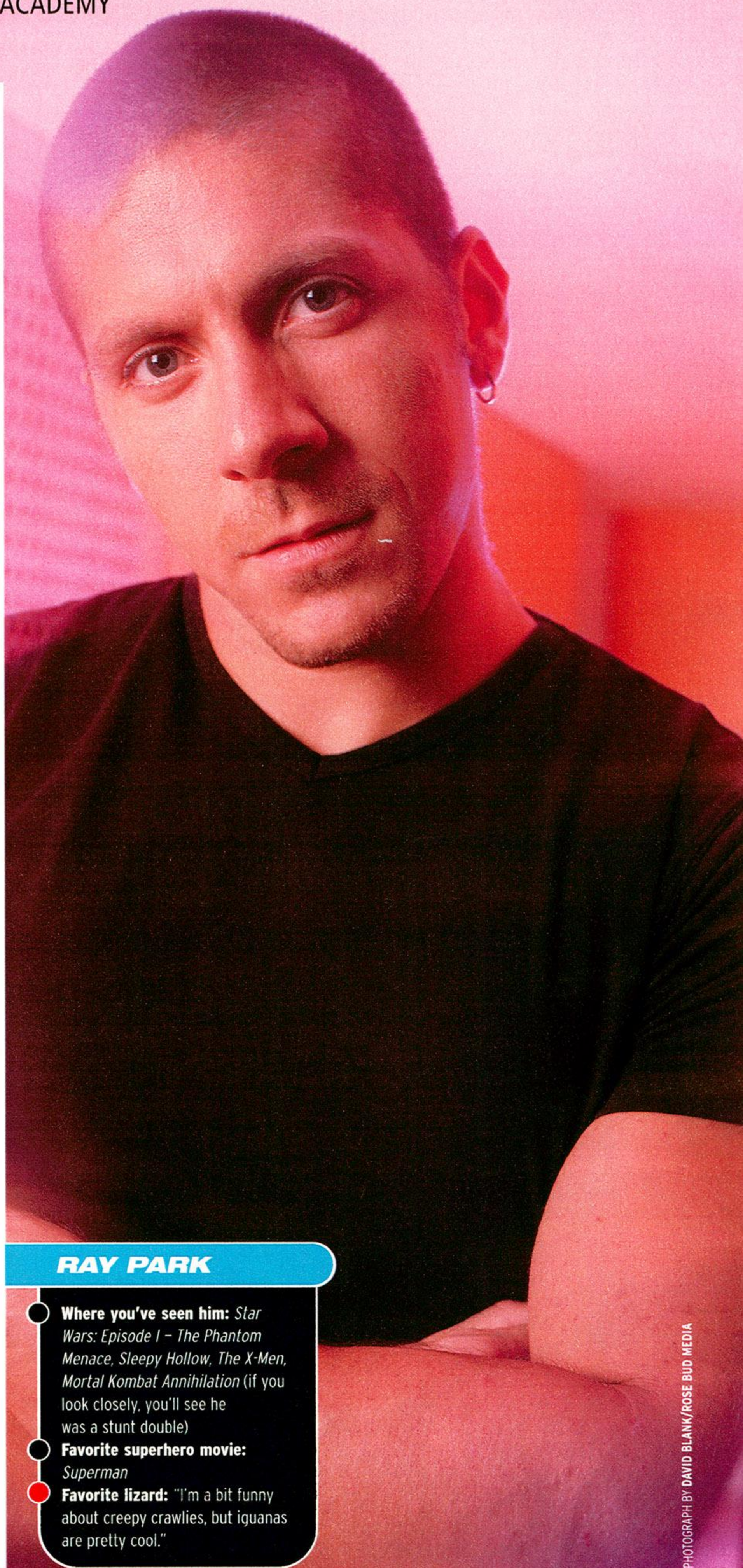
It's very cool, but it's also weird. But then it was weird seeing kids walking down the street with Darth Maul backpacks on. I'm really interested to see how kids are going to react to *The X-Men*.

**Which one looks more like you, the Toad one, the *Sleepy Hollow* one, or the Darth Maul?**

Well, I see the resemblance in the Darth Maul one, but the features of the Toad one are more like me. Then again, I haven't seen the Toad figure yet; I've only seen the mock-ups.

**Who do you think would win in a fight, Toad or Darth Maul?**

I really don't know. Darth Maul has the double-ended lightsaber, so Toad would have to be extremely clever, which he is, and move out of the way quickly, but Toad also has slime and has a long tongue. That's a hard one to call.



## RAY PARK

**Where you've seen him:** *Star Wars: Episode I – The Phantom Menace*, *Sleepy Hollow*, *The X-Men*, *Mortal Kombat Annihilation* (if you look closely, you'll see he was a stunt double)

**Favorite superhero movie:** *Superman*

**Favorite lizard:** "I'm a bit funny about creepy crawlies, but iguanas are pretty cool."





**SPIN CITY** Wolverine's devastating superspin attack seems more fitting for the likes of Taz, the Tazmanian Devil.



**GROUND BURST** Nuclear explosion? Not quite. But when Magneto gets mad, it's best not to be in the vicinity.

## More Super Than Superman

*When it comes to superattacks, the Man of Steel has nothing on these mutants.*

with a feel reminiscent of classic *Street Fighter* games. In fact, our experience with the first playable preview version of *X-Men: Mutant Academy* reveals a game that has a striking similarity with the *Street Fighter EX* series in particular.

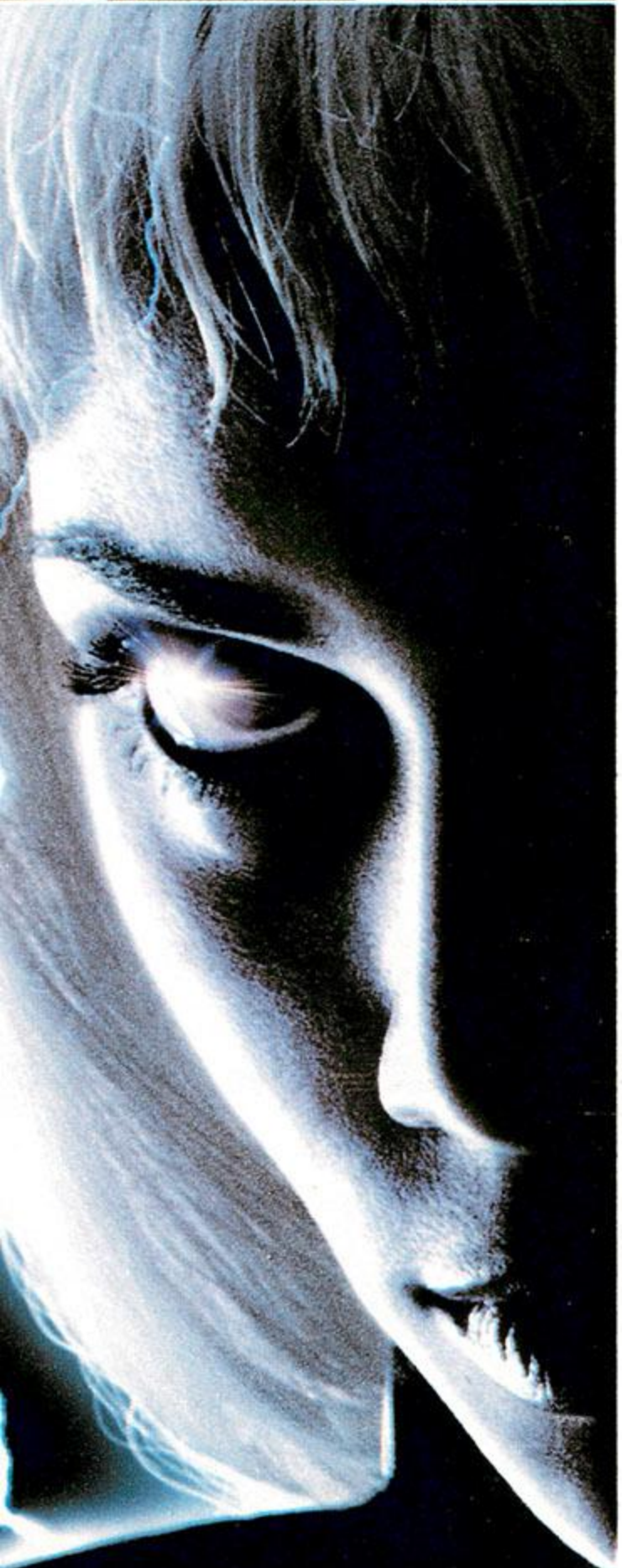
For those of you who pay attention to such things, *X-Men: Mutant Academy* was originally being developed by Cyrox. Unfortunately, despite months of development, Activision was never happy with Cyrox's efforts, and the game property was given to another team for a redesign. The current developer, Paradox, utilize a revised version of the game engine from its last game, *Wu-Tang: Shaolin Style*, for *X-Men*. The characters in *Wu-Tang* were a bit devoid of details, looking somewhat like featureless polygonal mannequins at times, but the *X-Men* characters are absolutely resplendent in their 3D attire. Costumes are highly detailed, and the overall look of the characters retains a comic book quality that remains true to the source material. The 3D backgrounds also display a superb level of graphical detail and are based on themes from the comic book series. Considering the truncated development cycle imposed on Paradox, *Mutant Academy* looks to be quite an achievement.

As in *Street Fighter EX*, all of the fighting action occurs

Hicks and punches are controlled via three respective buttons, with more complex attacks being some combination of a directional-pad input combined with a button press.







Cyclops in particular has one of the most devastating superattacks in the game, with a flurry of punches and kicks culminating in a beam attack that results in a 25-hit combo.

within a 2D plane. Anyone who has played a 2D fighting game in the past will instantly feel comfortable with the control system for *X-Men: Mutant Academy*. Kicks and punches are controlled via three respective buttons each for hand or foot attack, with more complex attacks being a combination of a directional-pad input combined with a button press. A quarter-circle directional input is the most complex move required in the game, so *Street Fighter* veterans should have no problem pulling off any move.

Where the distinct capabilities and styles of the different *X-Men* characters become evident is with the supermoves. Each character has a choice of three attacks, but the supers are not always available for use and must be powered up by inflicting damage to the enemy in combat. If you're able to get off a superattack, you're rewarded with an elaborate power-up and execute sequence in which the game camera moves from its standard position and pans to another angle for a more dramatic effect. Cyclops in particular has one of the most devastating superattacks in the game, with a flurry of punches and kicks culminating in a beam attack that results in a 25-hit combo. Each X-Man has a requisite collection of signature moves – some characters possess

## Throw Me the Money!

*Looking for a money move? Get in close and throw that mutant!*



**BEHIND THE BACK** Magneto does a little showboating by doing a "no look" levitation maneuver on Beast.



**HANDS-OFF APPROACH** The nice thing about superpowers is that you never have to touch someone to throw them.



# It Ain't Easy Being *Wolverine*

Actor Hugh Jackman plays *Wolverine* with style. Pay attention or get sliced.

No matter where you work, there's always a bit of stress. But try to imagine the amount of stress you'd feel if your job was to play a character who's a hero, an icon, and a familiar friend to legions of comic book fans. Such is the stress actor Hugh Jackman might've felt when he strapped on the Ginsu knives to play *Wolverine* in the new film *The X-Men*. Talking with the Australian actor now, though, he certainly doesn't sound like he's got the whole comic book world weighing down on his shoulders. With the kind of unstressed cool that

normally comes from denial, ignorance, indifference, or alcohol abuse – though none of these apply – Jackman talks about playing the easily angered furball with the kind of ease normally reserved for a kid playing the easily angered furball in a game.

**Is it true you were unfamiliar with the *X-Men* before this?**

Yeah, I had never heard of it. There was this Australian rock band called The Uncanny X-Men, but that was about as far as I got. But the X-Men are big in Australia, so I don't know what rock I was living under.

**Was there ever a point at which you wished you were one of the other characters instead of *Wolverine*?**

I thought Gambit was kind of fun, but reading the comics confirmed to me that I had gotten the best part. *Wolverine* is funny, he's mad, he gets angry enough where he goes berserk, and, kind of like most Australians, he's got a healthy disrespect for authority – he's just great fun to play.

**Before doing *X-Men*, you did a production of the musical *Oklahoma!*. Did you ever bust out into song on the set?**

Yeah, sometimes. [Laughs.] Sometimes I'd be really pissed off, so I'd kick a door down while singing, "Oh what a beautiful morning."

Prior to Christmas, they got us together to show us some of the scenes of the movie. But in the middle of it, they intercut shots of me with a perm as Curly from *Oklahoma!*. It was absolutely humiliating, but it was very funny.

I'll tell you this other story I just remembered. We were doing this scene towards the end of the movie where it's all coming to a crisis, and anyone could be killed at any time, so it's very tense. So three of the X-Men are looking at me – I was off-camera – when all of a sudden this guy in a Spider-Man costume jumped out from behind a pillar. Well, the three of them didn't turn around, but the rest of us were just pissing ourselves. Then Spider-Man looked around and said, "Oh, I'm sorry, I think I'm in the wrong movie." [Laughs.] It was the funniest thing.

**Did you accidentally stab anyone with your claws?**

Yup. We had a little accident with the stunt double for Mystique. Not too serious, but I'll tell you, it frightened the hell out of me.

**Did you do anything cool with them, like open soda cans?**

Yeah, I roasted marshmallows. [Laughs.] Actually, we did this one take for the goof reel where I jumped out into the classic *Wolverine* position with the claws out, but the claws were like a Swiss army knife. I had scissors on one hand, a fork, a magnifying glass.

**Finally, the movie is also being made into a video game. Are you okay with people controlling your every move?**

Yeah... as long as they win.

## HUGH JACKMAN

Where you've seen him: The movies *Paperback Hero* and *Erskineville Kings*

Where you'll see him next: *Animal Husbandry* with Ashley Judd

Favorite *X-Men* book: *Weapon X*

Favorite superhero movie: *Superman*

Other facial hair he's worn: A goatee and a beard

Favorite sliced meat: Ham



# Marsden Attacks!

*James Marsden plays Cyclops with focus. Take a look behind the glasses.*

For some actors, landing a part in the *X-Men* movie was the chance to play one of their favorite comic book heroes. But for James Marsden, who plays Cyclops in the film, landing the role was more the chance to play one of his video game heroes. Unlike some of his fellow *X-Men* castmates – and, for that matter, most of the people lining up to see the flick – Marsden knew the names Wolverine, Storm, and Professor X better from seeing them on the “choose character” screen of an *X-Men* video game. “I’m a big console game guy,” the 27-year-old actor admits, a fact he confirms by further confessing to have attended this year’s E3 convention. “I went last year,” Marsden says, “and it was such a cool convention that I made sure I went again this year. Not just to go by the Activision booth to see the *X-Men* game, but also because there’s a couple other upcoming games I really wanted to check out.”

**So, how does someone become a fan of the *X-Men* video games without being a fan of the *X-Men* comic books?** Well, the thing is, I knew about the comic book; I was just never into reading them. But I was into games like *Super Mario Brothers* and playing Atari, Intellivision, and Commodore 64, and so I’d go over to my friend’s house and play games. And he had the *X-Men* game on the original Nintendo or Sega Genesis, so we’d play that a lot.

**When you played, did you ever play as Cyclops?**

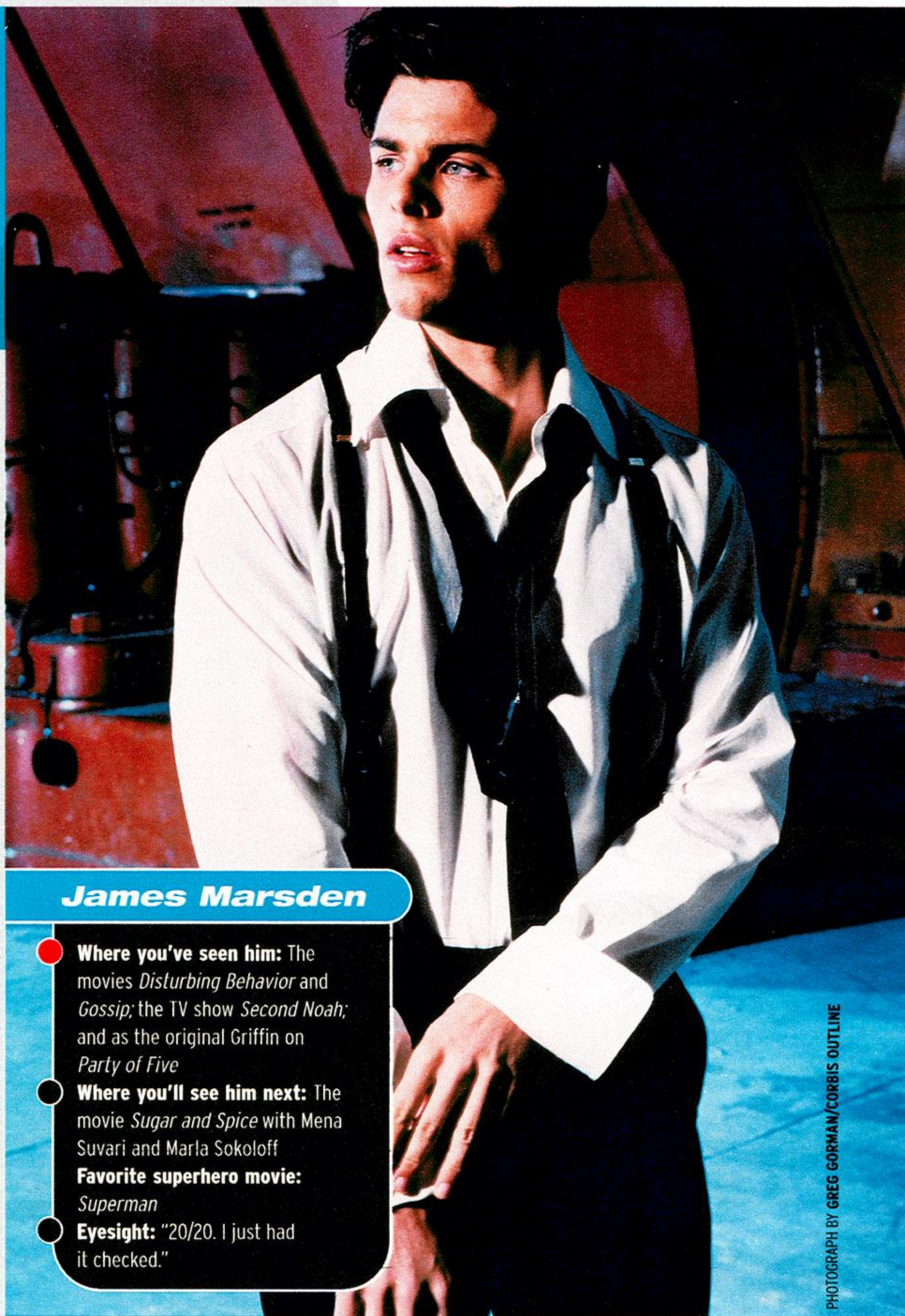
Actually, my friend and I would always pick either Wolverine or Cyclops, and the other guy would be the other one. So our battles were always Wolverine versus Cyclops.

**What other games are you into?**

Well, my favorite game – and I still think it’s the best – is *GoldenEye*. In fact, when we were filming *X-Men*, I’d always go make Famke [Janssen, who plays Jean Gray] play with me, because she was Xenia Onatopp in *GoldenEye*. The funny thing is that she had never played it. I was like, “Are you joking? It’s the best game around. And you’re in it.” So we’d play it together. But sometimes I’d play on my own, and when I’d come back from my trailer she’d be like, “What have you been doing?” “Playing *GoldenEye*. I shot you in the head.”

**That’s a good way to make a girl feel good.**

Yeah, right. Actually, my hope for one of the *X-Men* games will be that they superimpose my face in the game. They didn’t do it in the first one, but I’m hoping they’ll do it for the next one.



## James Marsden

**Where you’ve seen him:** The movies *Disturbing Behavior* and *Gossip*; the TV show *Second Noah*; and as the original Griffin on *Party of Five*

**Where you’ll see him next:** The movie *Sugar and Spice* with Mena Suvari and Marla Sokoloff

**Favorite superhero movie:** *Superman*

**Eyesight:** “20/20. I just had it checked.”

**Have you gone and read any of the comic books since landing the role, though?**

Yeah, my knee-jerk reaction was to go out and buy all the comics I could get. I actually asked the guys at the comic book store which ones to get, and they totally helped me out. “Here’s a good guide for Cyclops. Here’s a good Cyclops story.”

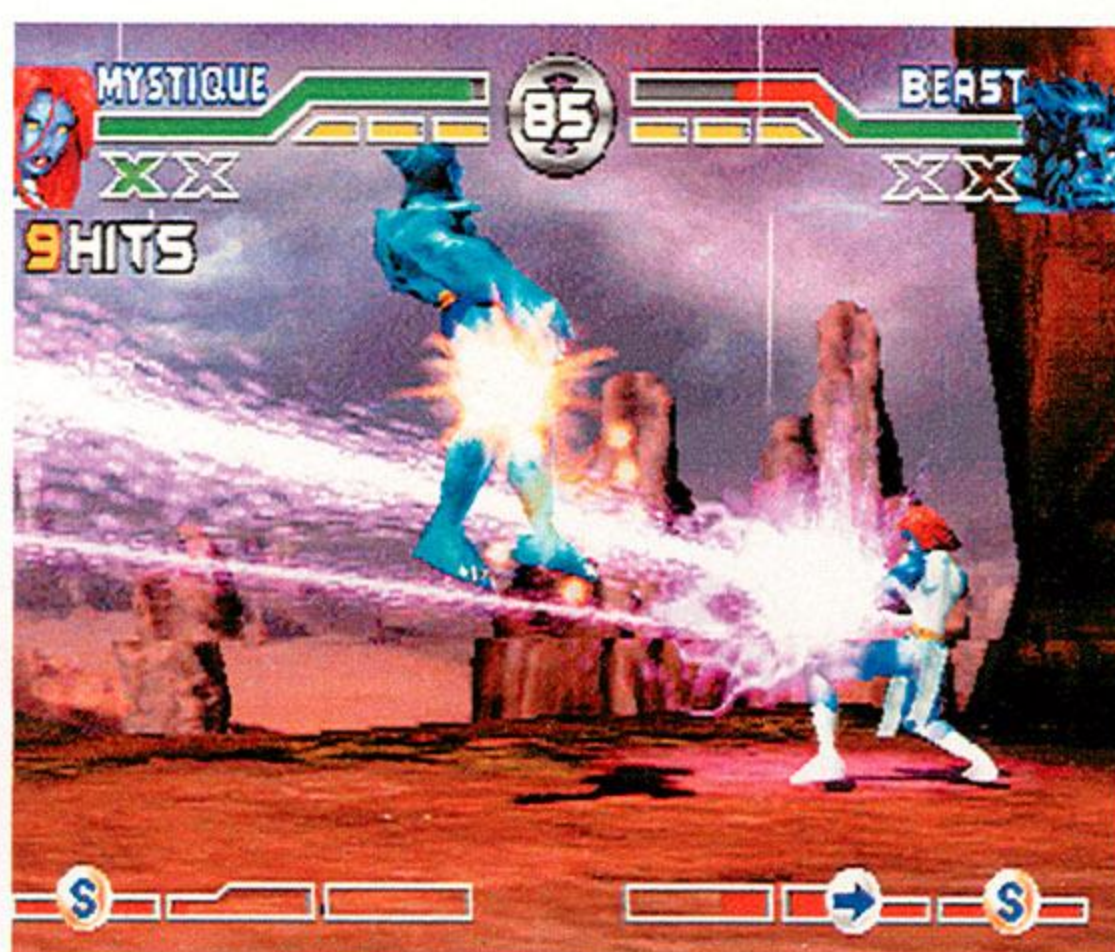
**Now that you’ve read some of the comic books, are you wishing you’d gotten the part of Wolverine?**

Well, I wasn’t offered Wolverine, so I didn’t have a choice. But I don’t know. I think most people would pick Wolverine because he’s the big, kick-ass character. He’s the Han Solo, and Cyclops is kind of the Luke Skywalker, and most people want to be Han. But they’re both cool characters. It would be hard to pick.





**BLINDING BEAM** Cyclops mega beam blasts Wolverine off his feet and across the screen. Hope he wore sun block.



**ARMED AND DANGEROUS** Mystique comes equipped with plasma rifle and has more long range attacks than anyone.

## Welcome to the Blast Furnace

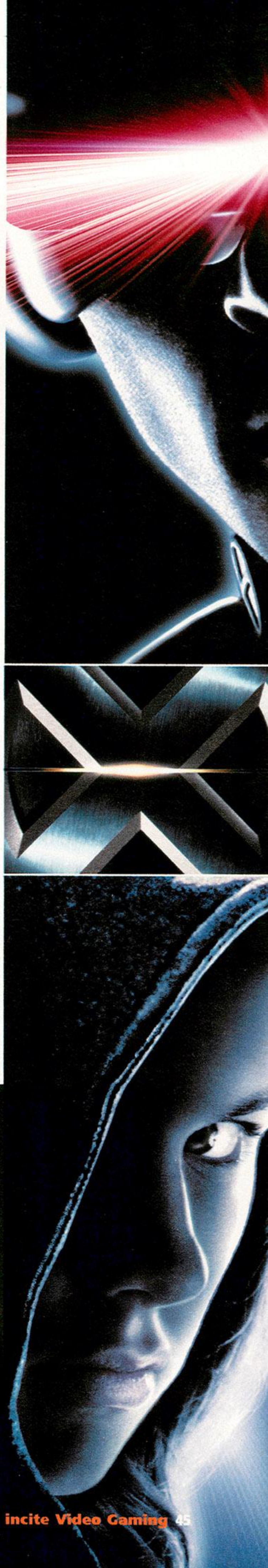
*Long-range beam attacks heat up the mighty mutant combat action.*

special powers that others won't have at all. A particular example of this is Wolverine and Sabretooth, who each have special healing powers to allow them to sustain more damage and to survive longer in matches.

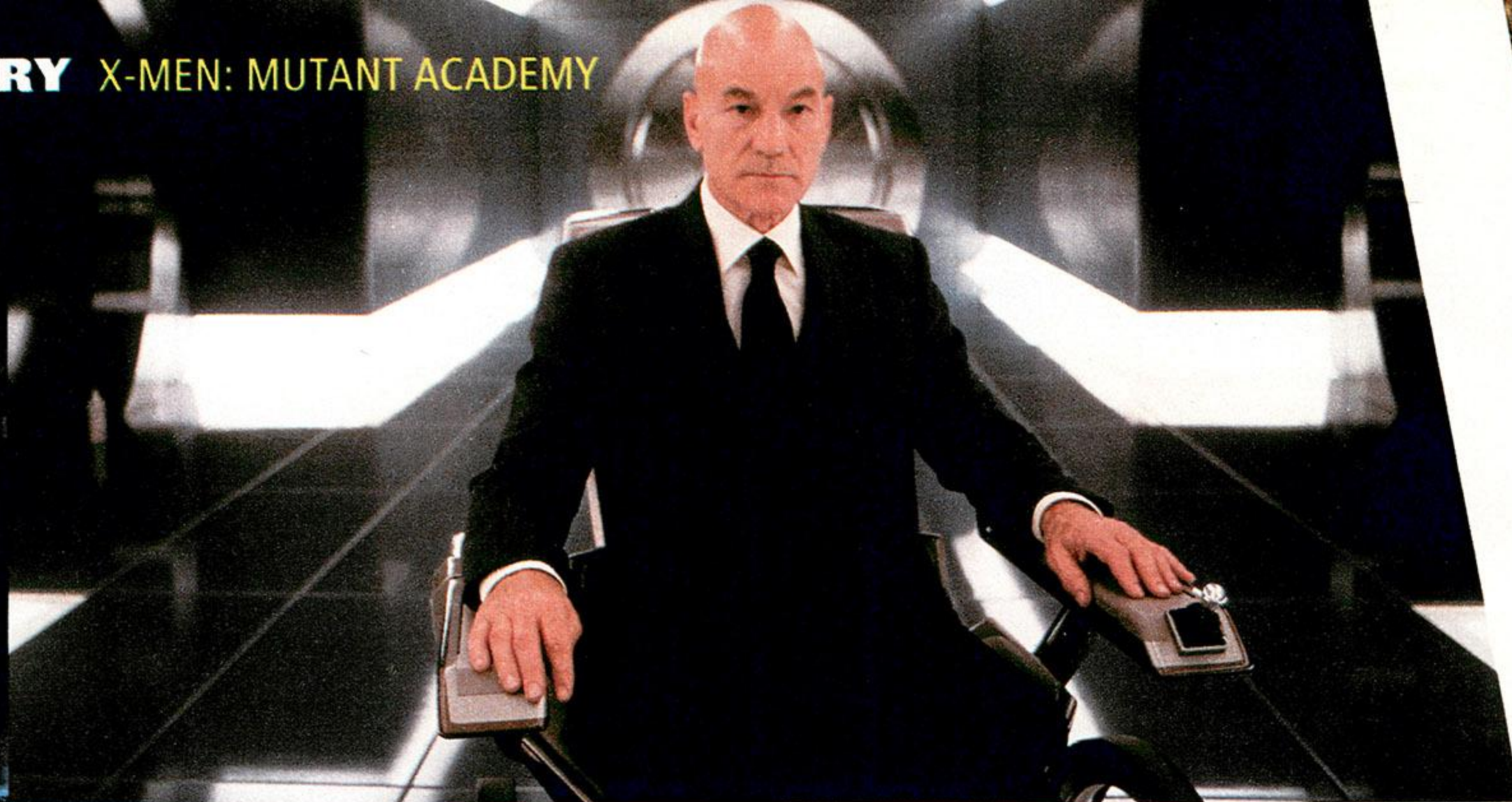
At the moment, *X-Men: Mutant Academy* is slated for four game modes, including Arcade and Versus. Arcade is a one-player mode in which you select one character to face off against the other mutants in successive battles; Versus is a two-player mode in which you can square off against a friend and his favorite hero or villain. Survival mode lets you challenge all comers with no health replenishment, and Academy mode is where you'll get your training directly from Professor X – where you'll learn the ins and outs and, more important, the fighting moves necessary to become a deadly fighting machine.

Academy mode wasn't up and running in our preview version, but here's hoping there's more to it than just memorizing the moves, since you've already got the cool uniform even without earning a diploma. There is also one more mode listed on the opening menu, but the Cerebro mode isn't an actual playable game. Cerebro is where you'll go to discover what wonderful secrets you've unlocked by kicking ass and taking names in the

The game is beautiful to look at, but the character movements lack the speed, fluidity and smoothness that are the hallmark of Capcom's 2D fighting games.







Much like The X-Men and their inner emotional conflicts, the game is a jumble of divergent properties battling against each other.

other modes in the game. Some of the promised treasures include movie clips, photos, and high-resolution shots of classic *X-Men* comic covers.

One of the things we would like to see before *Mutant Academy* releases is some optimization of the graphics. The game is beautiful to look at, but the character movements lack the speed, fluidity, and smoothness that are the hallmark of Capcom's 2D fighting games. And, like all fighting games, *X-Men* would benefit from careful attention to combat balance. This is especially important when each character is imbued with powerful attacks that aren't available to the opponent. After all, what's the point if you can pull off the same attack over and over again with no real defensive options for the opponent?

So, what's the bottom line? Is *X-Men: Mutant Academy* going to be a superpowered video game hero or an evil interactive disappointment destined for the bargain bin? At the moment, its attractive graphics and entertaining superattacks are the high points, but there is definitely a need for some attention to be paid by the developers to speed and balancing issues. Much like the X-Men themselves and their inner emotional conflicts, the game is a jumble of divergent properties battling against each other. Here's hoping the good guys win. **i**

## Cut to Camera Two!

*Special attacks result in unique camera angles that intensify the pain.*



**WOLF SMACK** Wolverine throws Cyclops for a loop. Lucky for our one-eyed buddy that pillar was there to catch him.



**BEAM ME UP** 25 hits later, comic Cyclops has communicated his annoyance with movie Cyclops "Hollywood" attitude.





MOVIE ART COURTESY OF 20TH CENTURY FOX



# LIVE EVIL

It's evil vs. evil when Sabretooth and Toad of ***The X-Men*** (a.k.a. actors Tyler Mane and Ray Park) square off in *Mutant Academy*

**L**ike movies, TV shows, and presidential elections, comic books are often about the struggle between good and evil. But while, to quote Dr. Smith in *Lost in Space*, "evil knows evil," evil doesn't always get along with evil. Darth Vader often bickered with Grand Moff Tarkin, Satan recently broke up with Saddam Hussein, and no one's going to invite 'N Sync and The Backstreet Boys to the same dinner party anytime soon. Which is really too bad, as fights between evil forces are usually the best ones. One has only to recall the Martha Stewart/Kathy Lee Gifford boxing match last year – the "The Cat Fight in Connecticut," I believe it was called – to see that sometimes it's really good when evil doesn't get along with evil.

Which is why we decided to pit two of the actors who play bad guys in the new movie *The X-Men* – Ray Park, who plays Toad, and Tyler Mane, who plays Sabretooth – against each other in a three-round deathmatch of *X-Men: Mutant Academy*. Despite their physical skills, however (Ray's a martial artist; Tyler's an ex-wrestler), the battle between these two bad boys proved to be about even. Paul Semel played ref.



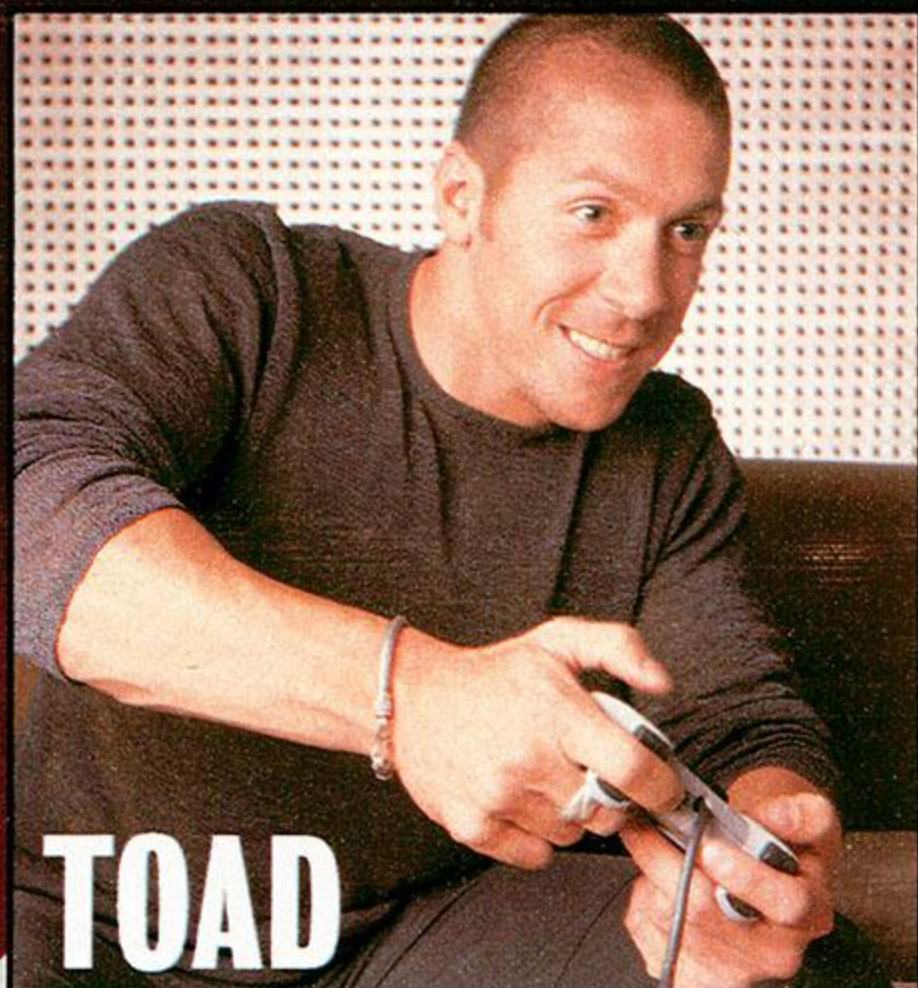
**MIGHT AS WELL JUMP** Toad uses his leaping powers to knock Sabretooth out cold.

## MATCH 1

Having tested the controls in a practice round, the two valiant warriors spent much of this match mutually beating each other down, with Ray relying heavily on Toad's quick tongue action and Tyler reciprocating just as swiftly with hard kicks. It was an exchange that was repeated again and again, with the two gladiators slowly diminishing each other's health and resolve. But as the pair neared a mutual death, Ray began to jump up and over Tyler and was able to get in a few licks before the furball could react. Realizing this was his advantage, Ray smoothly noted, "Watch how I float into him." And although Tyler countered with, "Yeah, keep floating. Watch while I knock you on your ass," the overhead-jump strategy helped lead Ray to victory.

**WINNER RAY/TOAD**

"Sabretooth's got a clean face, thanks to me and my tongue."



**TOAD**





**REST IN PEACE** Spinning piledrivers work wonders as Tyler resorts back to his old WCW days.

## MATCH 2

Altering their strategies slightly, both Ray and Tyler expanded their palette of punishment by actually using their fists once in a while. This, however, didn't give either one the advantage, as the amount of pain being inflicted was again about even. Even Ray's previous overhead-jump maneuver didn't help, as Tyler had learned to stop waiting for Ray to land before kicking him. It was during one such exchange that Tyler also learned how to make Sabretooth give Toad a piledriver. Encouraged by this, and by his manager's suggestion to "send him back to the swamp," Tyler managed to pull ahead in the exchange of brutality. By the end, Ray's barrage of tongue lashings and fist bashings only served to even out the match, a temporary condition that Tyler then altered in his favor with a series of brutal kicks.

**WINNER TYLER/SABRETOOTH**

"I'm just playing with him."



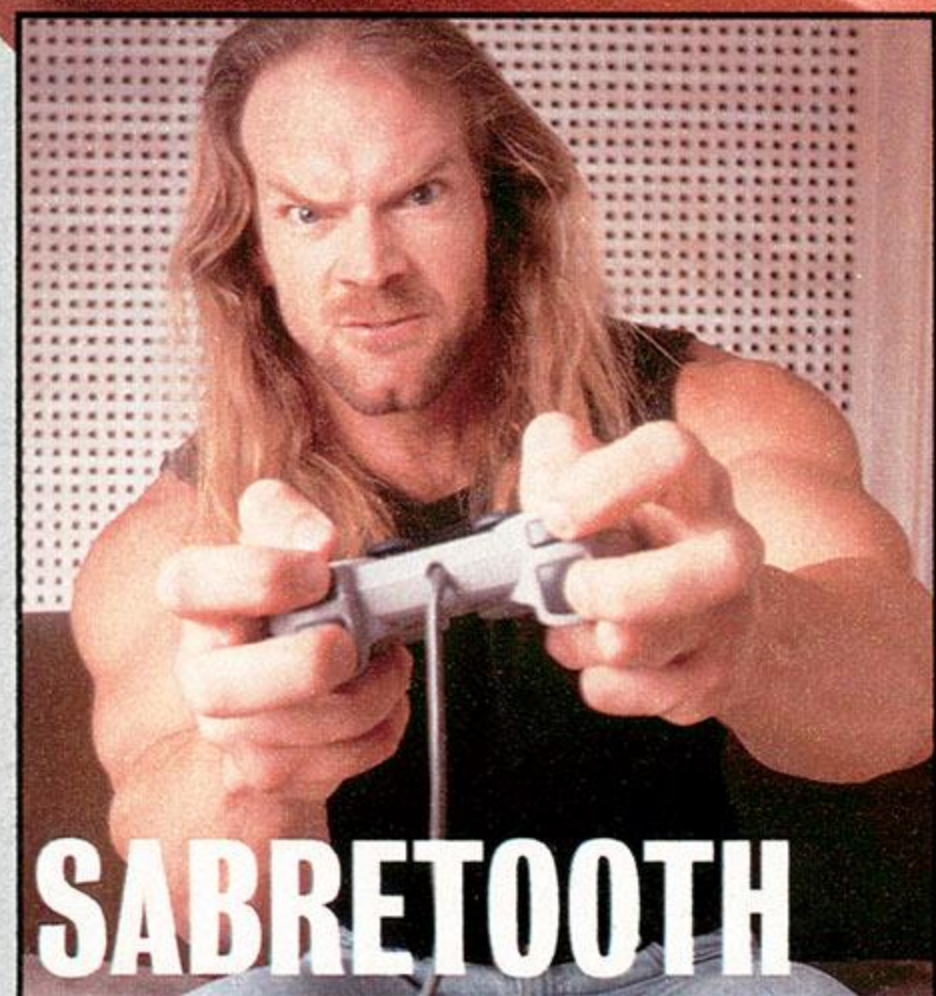
**LICK IT GOOD** Toad "works the tongue" from long range to smack around the ex-wrestler.

## MATCH 3

Returning to his original strategy, Ray started to again rely heavily on Toad's quick and long tongue. But unlike in previous matches, he did so from a distance, out of range of Sabretooth's hearty kicks. This obviously didn't sit well with Tyler, who tried valiantly to get Sabretooth closer to his adversary, albeit to no avail. He even tried the polite method, asking his foe to "put that stupid tongue away." But like Tyler's mom, Ray Park's mother didn't raise no fool, and Toad continued, as Ray put it, to "work that tongue." Which is why the end of the match found Sabretooth all wet and unconscious, while Toad still had enough strength to get to the center of a Tootsie Pop without biting.

**WINNER RAY/TOAD**

"Sabretooth should be pretty happy; he got plenty of tongue."



**SABRETOOTH**

PHOTOGRAPHY BY DAVID BLANK



# S-PRAY

When it comes down to it, the most important thing about being a **supermutant** is looking good. Who cares if you can shoot fireballs when you're wearing a sweet pair of shades?



**OAKLEY: Juliet**

([www.oakley.com](http://www.oakley.com)) These glasses are so fine, Cyclops himself can often be seen sporting them in *The X-Men*.

**\$275.00**

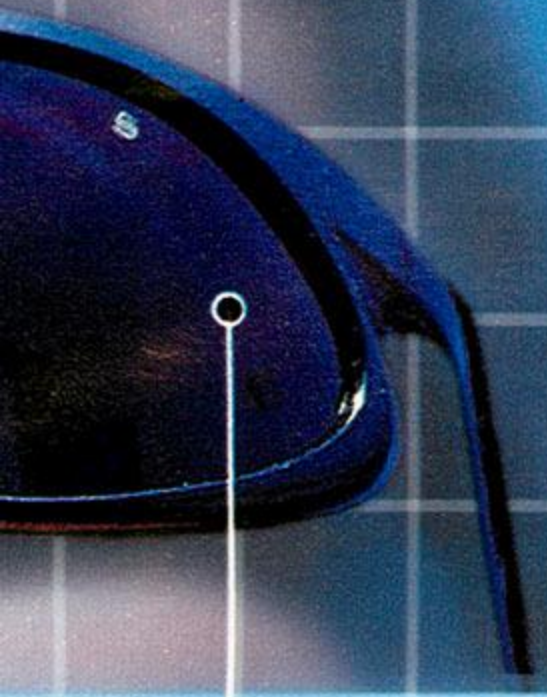


**BLACK FLYS: Mach 2**

([www.ej-sunglasses.com](http://www.ej-sunglasses.com)) For the funky mutant bad-ass. These let people know you're tough and live the good life.

**\$49.99**

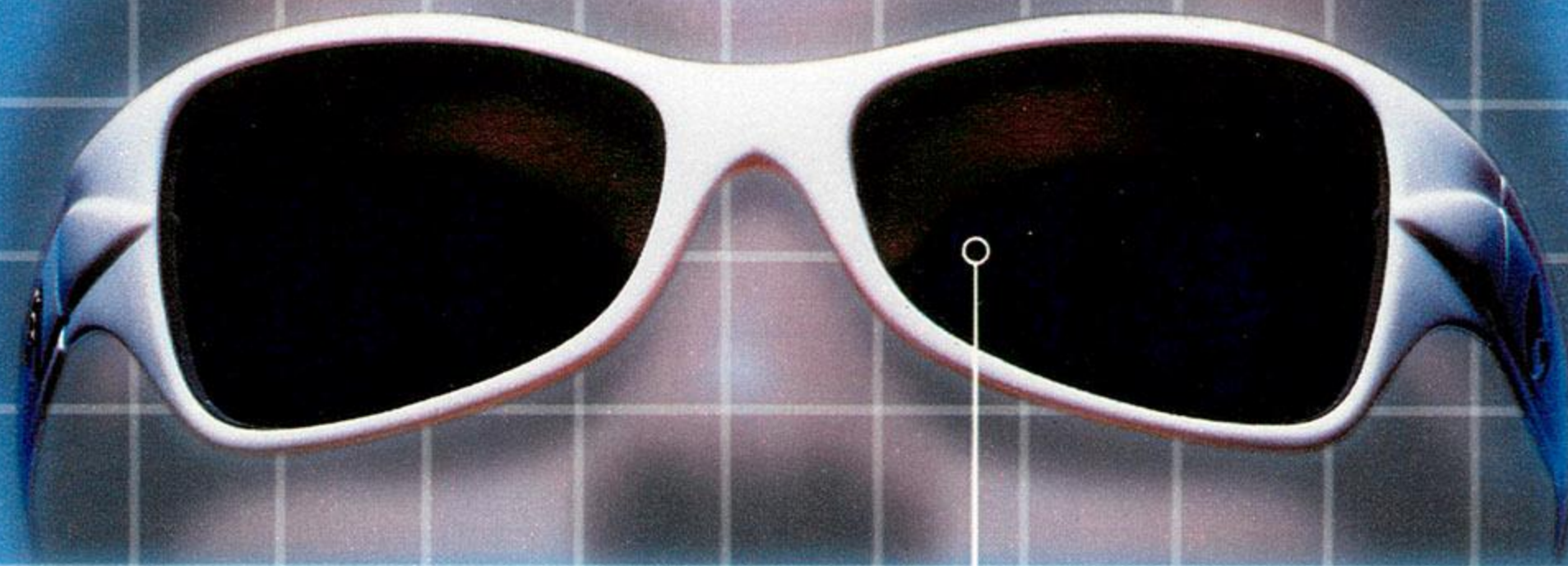




**BOLLE: Snakes**

([www.sunglasses.com](http://www.sunglasses.com)) True to their name, these babies slither right onto your head and ward off nearby do-gooders.

**\$79.99**



**GOAT: Torch**

([www.ej-sunglasses.com](http://www.ej-sunglasses.com)) Every hero needs to kick back and cruise, and these pimp-a-licious shades are perfect for the occasion.

**\$64.99**



**RUDY PROJECT: Tayo**

([www.sunglasses.com](http://www.sunglasses.com)) For the speedy superhero in all of us, this will help you keep your eyes to yourself as you clock over 600mph.

**\$99.99**



**ICE TECH: Champ**

([www.sunglasses.com](http://www.sunglasses.com)) Ideal for the criminal mastermind, these spectacles elegantly hide the evil plans within.

**\$349.99**



**STUSSY: Plastic Wrap**

([www.sunglasses.com](http://www.sunglasses.com)) They're big, they're black, and they keep your beady little eyes under wraps.

**\$85.00**





# Signs of the Times

You **love your system** and you live the games. With our handy gang-sign guide for consoles, you now have the ability to show your true loyalty.



**DREAMCAST**

The new machines are on their way, but you want intense 3D action right now. Tell the world your machine has more power than any other on the market. Not only is the Dreamcast a bad mother of a gaming machine, its sign is representin' its power with two fists colliding.

**W**ith the console wars raging, it's important to show which side you're on. Are you down with 128-bit, or are you hangin' in with the 32 crew? Are you hardcore with a capital "H," or are you a casual sports fan? With times like these, you gotta let people know where you're at with your console gang signs.

**PLAYSTATION**

All-night gaming sessions have flexed your overworked hands for this tricky sign. Do it right and you'll look like Joe Satriani during a 15-minute orgasmic guitar solo. Sadly, one sign is not big enough to satisfy PlayStation owners, who have subdivided into four distinct groups.

**N64**

The N64 doesn't have many games, but you're a man of quality, not quantity. You wait patiently because you want only the best of the best, and Nintendo delivers. Dissuade those who say it's the Disney console by making a fist with one hand and pointing at your jimmy with the other.

**XBOX**

All you've seen are some videos of butterflies, Ping-Pong balls, and a girl dancing with a robot, but you have faith that Big Willy Gates will come through with the goods. Since you've got plenty of time to kill until 2001 rolls around, get ready by twisting your thumbs around this sign.

**PLAYSTATION — X**

Signing the PlayStation subgroups requires a friend to help out, so make sure your buddies are always there to back you up when things get rough. If you're a hardcore gamer, you're with the X-crew. You don't dilute your gaming life with silly things like girlfriends, sleep, or even TV.

**PLAYSTATION — CIRCLE**

If you don't want to be nailed down, and you consider yourself a sociable person because you can really chat up the ladies at the supermarket, you might be an all-rounder. Show off your openness to new experiences by getting your buddy to flash the international sign of the doughnut.

**PLAYSTATION — SQUARE**

Your reaction time is in the toilet and your hand-eye coordination is way off, but you still love to get lost in an intense RPG or two. Formed in honor of legendary game company Squaresoft, the guys who brought us the *Final Fantasy* series, this sign is rarely seen by the nonrecluse crowd.

BY ED LEWIS  
PHOTOGRAPHY BY RAJAT GHOSH

**PLAYSTATION — TRIANGLE**

If you're a true sports fan who believes in the holy trinity of mind, body, and spirit while you play *MLB 2001* in front of your TV, this group is for you. You may be able to sink a few free throws in your driveway, but it's in your living room where you truly dominate the game.



# E3 WRAP

## Zack Patrol

We brought Zack Ward, also known as Dave Titus in Fox's new *Titus* series, along in our E3 posse. Why? Hey, do we really need a reason? He likes games, we like games, you like games. Bingo.



## PlayStation

The fat lady's going to start singing pretty soon now, but the PlayStation's last E3 was one of its best. Okay, so the PlayStation 2 had most of the floor space and all of the thunder, but owners of the original little gray box have a flood of top-quality titles to look forward to in the next few months, even if they are mostly sequels, so don't get the mothballs out just yet. All these games will work on the PS2 as well, and even look slightly better.



## HIT LIST



### TONY HAWK 2

The follow-up to the phenomenon known as *Tony Hawk's Pro Skater* is shaping up to be bigger and better all around. More combos, more skaters, more tricks, more secret stuff. Bring it.



### DRIVER 2

It's like *Driver*, except this time the cars are cooler, and Tanner earns mad air miles as his undercover work takes him to Chicago, Las Vegas, Havana, and Rio. Look for it in November.



# UP

We went to E3, the **annual video game expo**, so you didn't have to. Three days of blistered feet, acres of bad pizza, and over 300 games later, we bring you all the cool stuff we saw, and none of the soul-breaking, "Why me, God? Why me?" stuff. Or the midgets dressed like KISS.

by **DEMIAN LINN** photography by **TODD TANKERSLEY**

## The Lowdown

Regis was spotted **hawking** the video game version of some show he's on called *Who Wants to Be a Millionaire*. (We've never heard of it, either.) No autographs asked for, none given.... **EA Sports** will still be around for the PlayStation's last season – 2001 updates of all the big franchises are in the works for the PS as well as the PS2.... Capcom's *Dino Crisis 2* is looking good; this time you actually fight the dinosaurs rather than **run away** from 'em.... **Enix**, one of Square's main competitors in the RPG arena in Japan, is localizing *Valkyrie Profile* (an RPG, naturally), and aiming for a fall release.... Square's not taking that **lying down**, of course. It's hard at work on **four** RPGs: *Final Fantasy IX*, *Chrono Cross*, *Parasite Eve 2*, and *Threads of Fate*.... Ubi Soft showed its licensed *V.I.P.* game, featuring **cutting-edge hip-swaying physics**.... The bandicoot's back in *Crash Bash*, which bears a **positively uncanny** resemblance to *Mario Party*. Look for it around Christmastime.

## Zack Ward On...

**V.I.P.:** "This is just pathetic. If you want to watch pornography, watch pornography. The way she shoots is stupid, and the environments are weak. There's going to be a whole bunch of 14-year-olds playing games with stiffies."

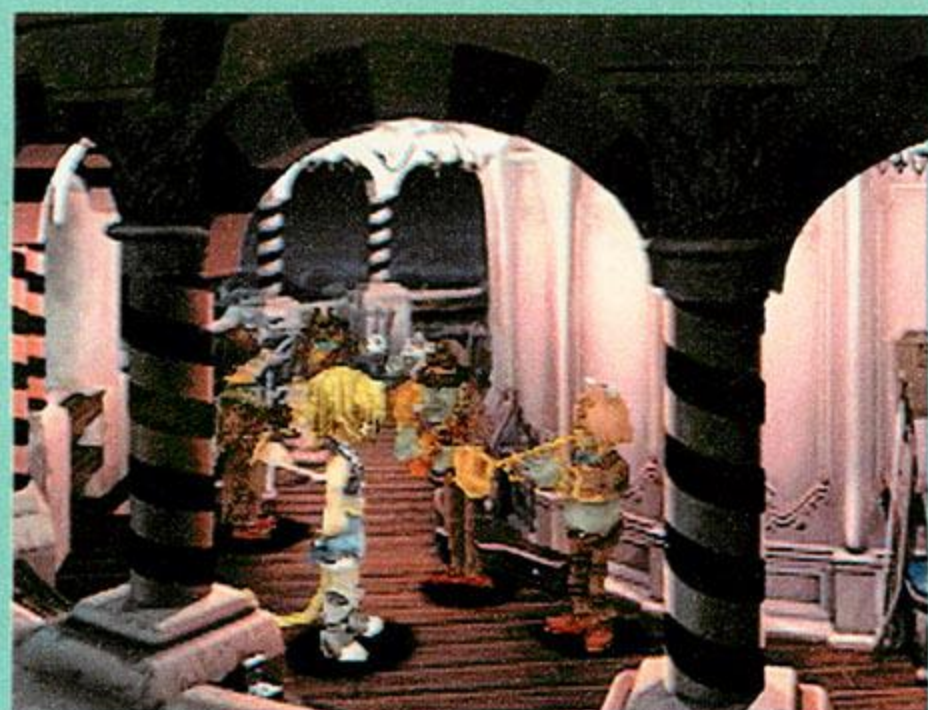
**Simpsons Wrestling:** "It was really cute; it was funny. It has a good novelty value, so it would be a good rental once or twice, but the controls and gameplay are kind of mediocre."

**Spider-Man:** "Spider-Man looks really good, and he moves really well. I hope they have a perspective where you can actually be Spider-Man going up a wall – that would be really cool."

**Crash Bash:** "That was really stupid. Maybe if I was six it would be great, but I thought it was really annoying and dumb."

**Verdict:** "I didn't really see anything I was in love with on the PlayStation."

"There's going to be a whole bunch of 14-year-olds playing games with stiffies."



### FINAL FANTASY IX

The best-selling RPG franchise ditches the cyber sci-fi theme of the last two installments and gets back to good old superdeformed swords and sorcery. Will this be the PlayStation's last megahit?



### MEDAL OF HONOR 2

This *Medal of Honor* prequel puts you in the shoes of Manon, female French-resistance member (and Jimmy Patterson's "control" in the original). It offers seven missions in France, Africa, Italy, Greece, and Germany.



### CHRONO CROSS

The sequel to *Chrono Trigger* on the Super Nintendo, *Chrono Cross* is a traditional fantasy-style RPG, with hand-drawn backgrounds rather than rendered scenery. Looks great; watch for it in August.





## PlayStation 2

If E3 were a debutante's ball, the PS2 would've been the sultry young thing with the billionaire dad. Hastily abandoning that metaphor, we can tell you Sony's booth wasn't all we hoped. Sure, there were tons of new titles. Yes, we did finally learn the system's official launch date and price (October 26, 2000, and \$299, in case you haven't heard). But very few of the PS2 games we saw and played really knocked us out, and many of those that did were at EA's booth, not Sony's. Still, Konami's spectacular *Metal Gear Solid 2* movie was the talk of the show, drawing huge crowds every hour on the hour – to Konami's booth, that is.

### HIT LIST



#### METAL GEAR SOLID 2

Hideo Kojima's next opus won't be ready until well into 2001, but we're already salivating. We pray it really was running on a standard dev kit, and not some hot-rodded, nitrogen-cooled, Kray supercomputer.



#### ONIMUSHA: WARLORDS

Capcom takes survival horror to the feudal age, and it is good. Or at least it sure looks good. The E3 version has a ways to go, but the rendered backgrounds and character animations are very impressive.



## The Lowdown

American PS2s will be able to play DVDs *without* loading the drivers from a memory card, unlike the Japanese version. . . . We heard all kinds of **grumbling** at E3 by developers PO'd at the PS2's unwieldy architecture (not enough texture RAM, if you want to get technical), and the **anti-aliasing problem** remains, well, a problem. Some sounded like they were ready to bolt to Xbox. . . . Speaking of which, we have it on good authority that *Oddworld: Munch's Oddyssey* is in serious **development hell**, and may not come out on the PS2 after all. "The machine [Sony] promised is not the machine they delivered," our source says. . . . Konami claims the *Metal Gear Solid 2* movie is **all in-game footage**, but it would be impossible to actually play it from most of those wacky camera angles. See for yourself; we have the flick on [incite.com](http://incite.com). . . . A new version of *Gran Turismo 2000* with added reflection and weather effects, tracks, and cars is looking tight, but still not anti-aliased. Producer Kazunori Yamauchi confirms that **I.Link multiplayer is in the works**. . . . The hot party ticket was to Sony's bash at, conveniently enough, Sony Picture Studios. Macy Gray played, but we had more fun at Sony's after-party the next night – maybe because it was in our hotel, and because the bar across the street had a **mechanical bull**.

## Zack Ward On. . .

**Knockout Kings 2001:** "It looks cool. The movements are good on the punches; they're pretty realistic. I know because I used to box. Though I did want to dodge and weave a little more, but I don't know what the buttons are."

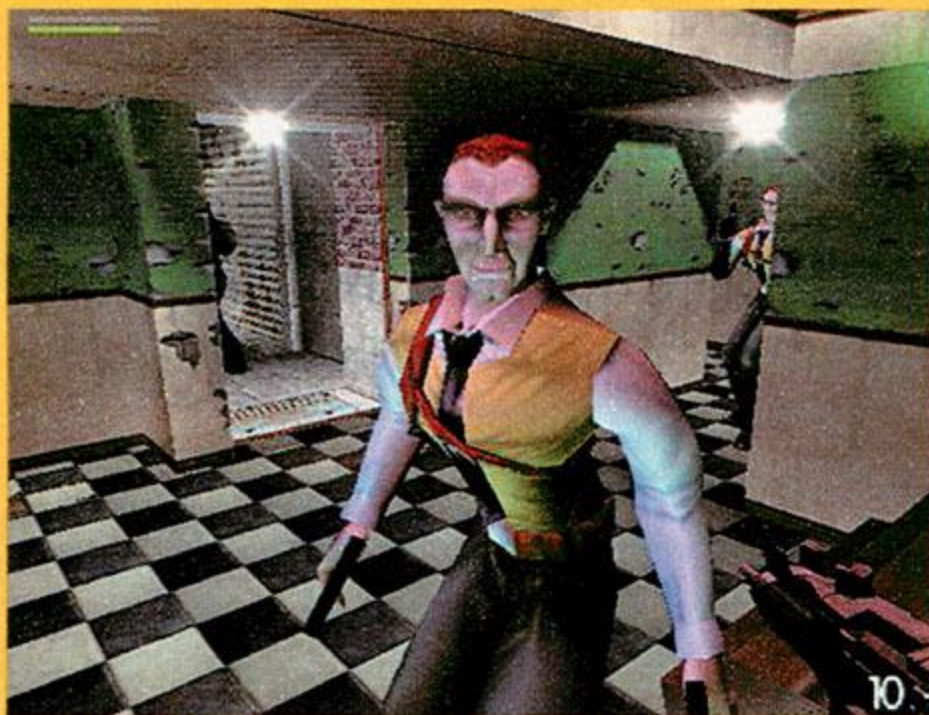
**NBA Live 2001:** "Really sexy, really slick. I mean, look at the floor. The floor is perfect. It'll be interesting to see how much they let you get away with, though."

**Tekken Tag Tournament:** "This kicks ass. The graphics are gorgeous – I love the guys in the background, cheering you on – and the environments are really vivid. The movements are really good too – really fluid."

**Gran Turismo 2000:** "This looks like you're driving a real car. It has a perfect field of vision, and just the right amount of detail on the corners to tell you when you need to start braking. This is nice. If I could have this with a steering wheel and some pedals, that would be tits."

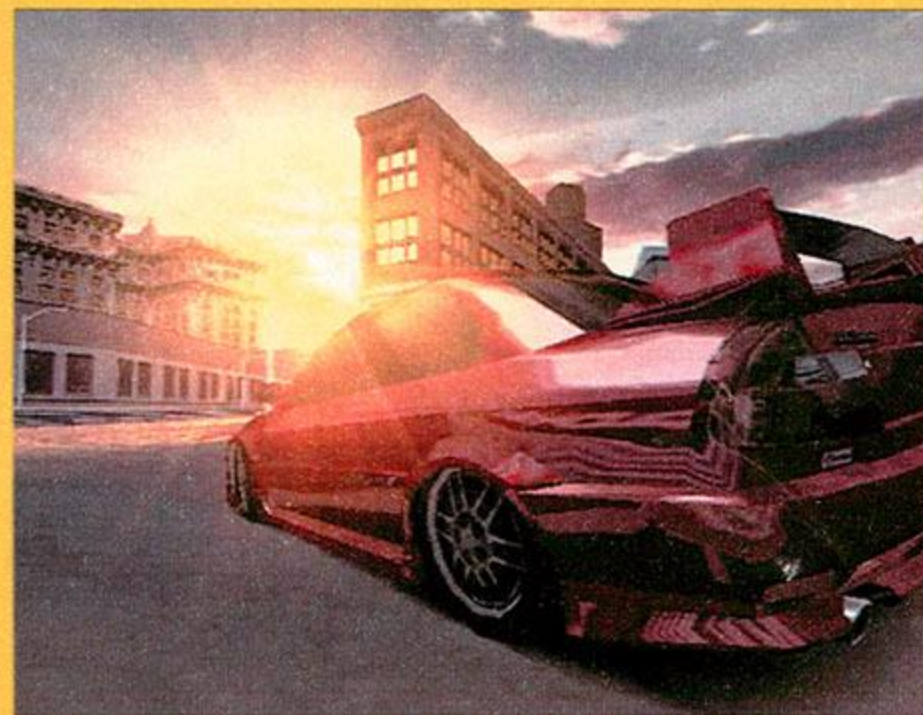
**Verdict:** "Everything I saw on PS2 kicked ass."

"This is nice. If I could have this with a steering wheel and some pedal, that would be tits."



### TIMESPLITTERS

Developed by Free Radical Design, which was founded by ex-Rare employees, the *GoldenEye* Midas touch is apparent in *Timesplitters*. If it plays as good as it looks, this will be a strong launch title.



### GRAN TURISMO 2000

The Seattle track has some kind of mist/fog effect that's nice, if gray, and Laguna Seca was also in the version we saw. If the game isn't a launch title, it'll definitely be out in time for Christmas.



### MADDEN NFL 2001

This is likely to be one of the PS2's top launch titles, and it's easy to see why. *NFL 2K* cranked the standard for sports game realism up a notch, at least visually, and *Madden* is going to take the next step.





## Dreamcast

With the PlayStation 2 incoming but not quite here, this was Sega's moment to seize. And it did, announcing an additional \$50 rebate on the Dreamcast (that's plus the \$200 you get for signing up with Sega's ISP), and taking the wraps off a very strong software lineup. The booth was packed all day, every day with people trying to get some quality stick time with the likes of *Jet Grind Radio*, *Ecco*, *Samba de Amigo*, *Quake III*, *Metropolis Street Racer* and dozens of other titles. Or maybe they were just ogling the *Space Channel 5* dancers.

## HIT LIST



### JET GRIND RADIO

Few games attracted as much attention at E3 as *Jet Grind Radio*. It's as visually distinctive as *Space Channel 5*—we're just worried that the two-button gameplay might be a little shallow.



### SAMBA DE AMIGO

You've gotta love a game that has a maraca controller. The most fun we had at E3, after playing the game itself, was watching other people play. Watch the hilarious Japanese commercial for *Samba* on [incite.com](http://incite.com).



## The Lowdown

Some of the biggest Dreamcast news didn't come from Sega – it came from bleem. The company announced **bleemcast!**, which allows gamers to play PlayStation games on the DC, with **significantly enhanced graphics**. See page 14 for the full story. . . . *Quake III* plays well with the DC's keyboard and mouse peripherals, a bit less well with the standard controller. There's some slowdown at times, too. . . . Visual Concepts is starting to talk up *Floigan Brothers*, a wacky and cool-looking platformer it's working on in addition to its 2K1 sports franchises. . . . *Metropolis Street Racer* has been pushed back to September. We noticed a **major problem** with the street-racing concept when we were playing it – one 90-degree turn after another gets old pretty quick. . . . *Seaman 2* will be out in Japan by the end of the year. . . . *Sonic Adventure 2* won't come Stateside until 2001. . . . After announcing details of the new rebate program at the Sega party the night before E3 opened its doors, Sega of America President Peter Moore got off the stage so **Filter** could get on. Which was nice.

## Zack Ward On. . .

**Samba de Amigo:** "I think this is the *Twister* for the year 2000. I think people are going to play this while doing Jello shots."

**Quake III:** "This looks really good. Sorry to say it, but this looks exactly the same as the one on the PC."

**18 Wheeler American Pro Trucker:** "I play this in the arcade, and it looks a little better in the arcade, but this is a really fun game. Because while it is a racing game, it also involves a bit of strategy. Plus you get to blow stuff up, and that's always fun."

**Phantasy Star Online:** "This looks like the future; this is awesome. This is what we've been talking about for a long time – people living online – and while this isn't what it'll become, this is the beginning of it."

**Verdict:** "They looked really, really good, but I don't think they had enough different types of games."

"I think this is the *Twister* for the year 2000. I think people are going to play this while doing Jello shots."



### PHANTASY STAR ONLINE

This *Phantasy Star* sequel will be an online-only, persistent-world affair, just like *EverQuest* on the PC. Its language-translation system should eliminate any Tower of Babel problems. Expected early next year.



### SHENMUE

The U.S. version finally has a release date, and that date is November 14. All the English dialogue has been dubbed, giving the game that '70s kung fu flick feel, except with leather jackets.



### NFL 2K1

The second edition of the *NFL 2K* series will be the first console football game to support online multiplayer (as will *NBA 2K1*). When it hits stores September 6, we'll be seeing you on the field.



## The Lowdown

Nintendo has inked an **exclusive deal** with Canadian developer Silicon Knights, maker of *Eternal Darkness*. The company has multiple Dolphin games in progress.... *Starcraft* just isn't the same when you can see what the other guy is doing.... *Mario Tennis* is like **multiplayer crack**, and introduces new characters Baby Mario and Waluigi.... Minoru Arakawa, president of Nintendo of America, has lost his spot on Nintendo's board of directors but remains commander-in-chief of NoA. **Shigeru Miyamoto** will take over his chair on the board.... *WWF No Mercy*, the follow-up to *Wrestlemania 2000*, will bring Rikishi and the Dudley Boyz, among others, into the ring, and will be the first wrestling game with ladder matches.... Capcom showed *Resident Evil Zero* for N64 at its booth; the game's a prequel to the first *RE*.... Rumor has it Rare has a **secret N64 game** in the works, aside from *Conker's*, *Banjo-Tooie*, *Dinosaur Planet*, and *Mickey's Speedway*.... In a move that surprised no one, Nintendo opted not to chuck Pokémon into the crowd at random times during E3, thereby avoiding the now infamous Pokériots of '99.

## Nintendo 64

Nintendo had a mediocre E3. There are some truly great games coming out for the N64 in the next few months, but they kind of got lost in the E3 shuffle, what with Sega's killer lineup and all the next-gen PS2 hype. Which brings us to Dolphin. Seems like now might be a good time to leak some details, maybe take a little of the wind out of Sony's sails, but no. All Nintendo *will* say is that it *won't* say anything until its Spaceworld show in August, when the Dolphin is finally expected to make its public debut. We'll be there with bells on.

## HIT LIST



### ZELDA: MAJORA'S MASK

Link gets jacked by some guy wearing a mask, the moon wants to crash into the earth, and the next adventure is on. The costume switching and ocarina playing begins in earnest November 20.



### CONKER'S BAD FUR DAY

You never thought you'd see this on the N64. It's got blood, F-word-caliber swearing... wait, are we drunk? No, it really does have blood and swearing. Weird. Excellent. Weirdly excellent. Look for it at Christmas.





### Zack Ward On...

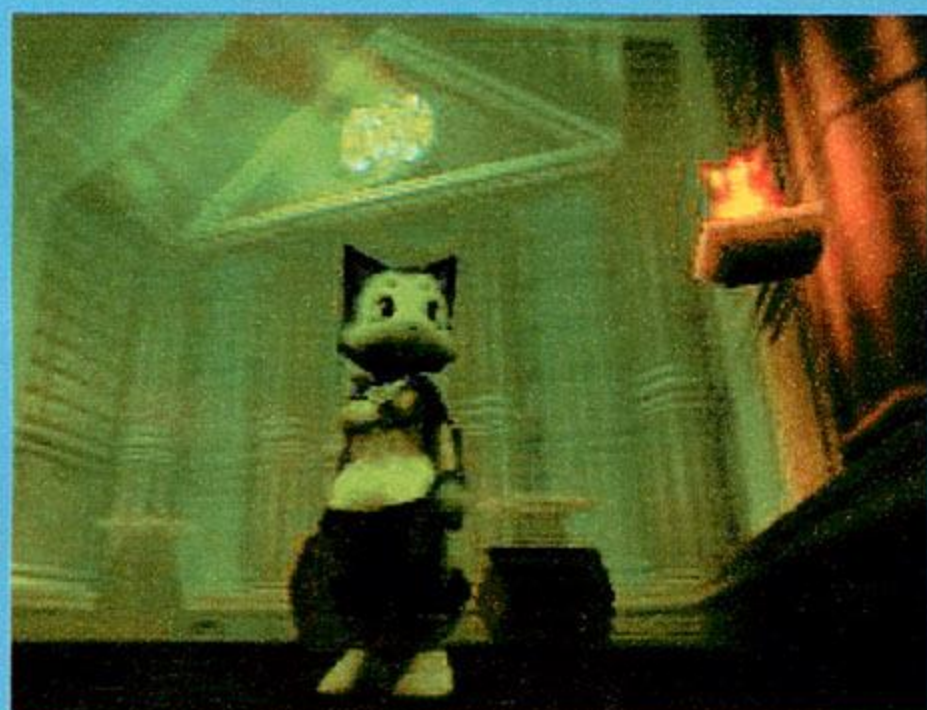
**Conker's Bad Fur Day:** "I thought that was great. It reminded me of the PC game *Larry the Lounge Lizard*. I think they'll sell a lot of copies to frat guys. It was fun."

**Mickey's Speedway USA:** "(Snores) Oh, I'm awake. I'm sorry. That would be great if I was an eight-year-old."

**Eternal Darkness:** "I thought that game was really cool. I especially liked the background story."

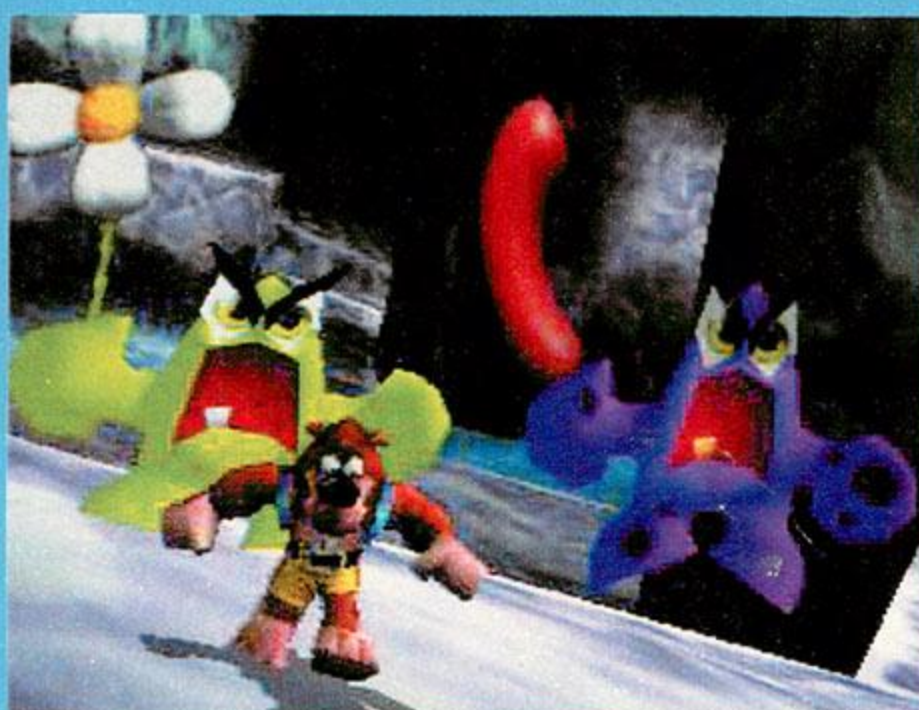
**Verdict:** "*Eternal Darkness* was the coolest. I was very impressed with the clarity of the graphics."

"*Eternal Darkness* was the coolest. I was very impressed with the clarity of the graphics."



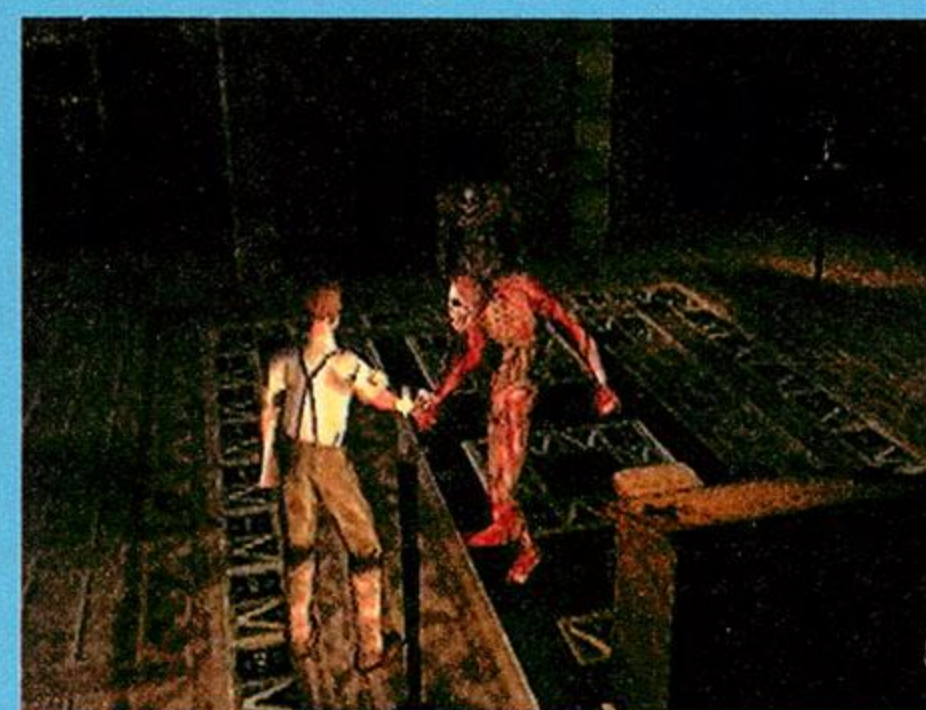
### DINOSAUR PLANET

Rare's biggest surprise of the show, *Dinosaur Planet* should deliver the kind of RPG experience that would make Miyamoto proud. Two playable characters, dinosaurs, and a scheduled January release date.



### BANJO-KAZOOIE

The sequel to *Banjo-Kazooie* sticks to the cute theme and leaves the swearing to Conker. Banjo and Kazooie return to battle through eight sprawling worlds, and engage in fluffy multiplayer mayhem.

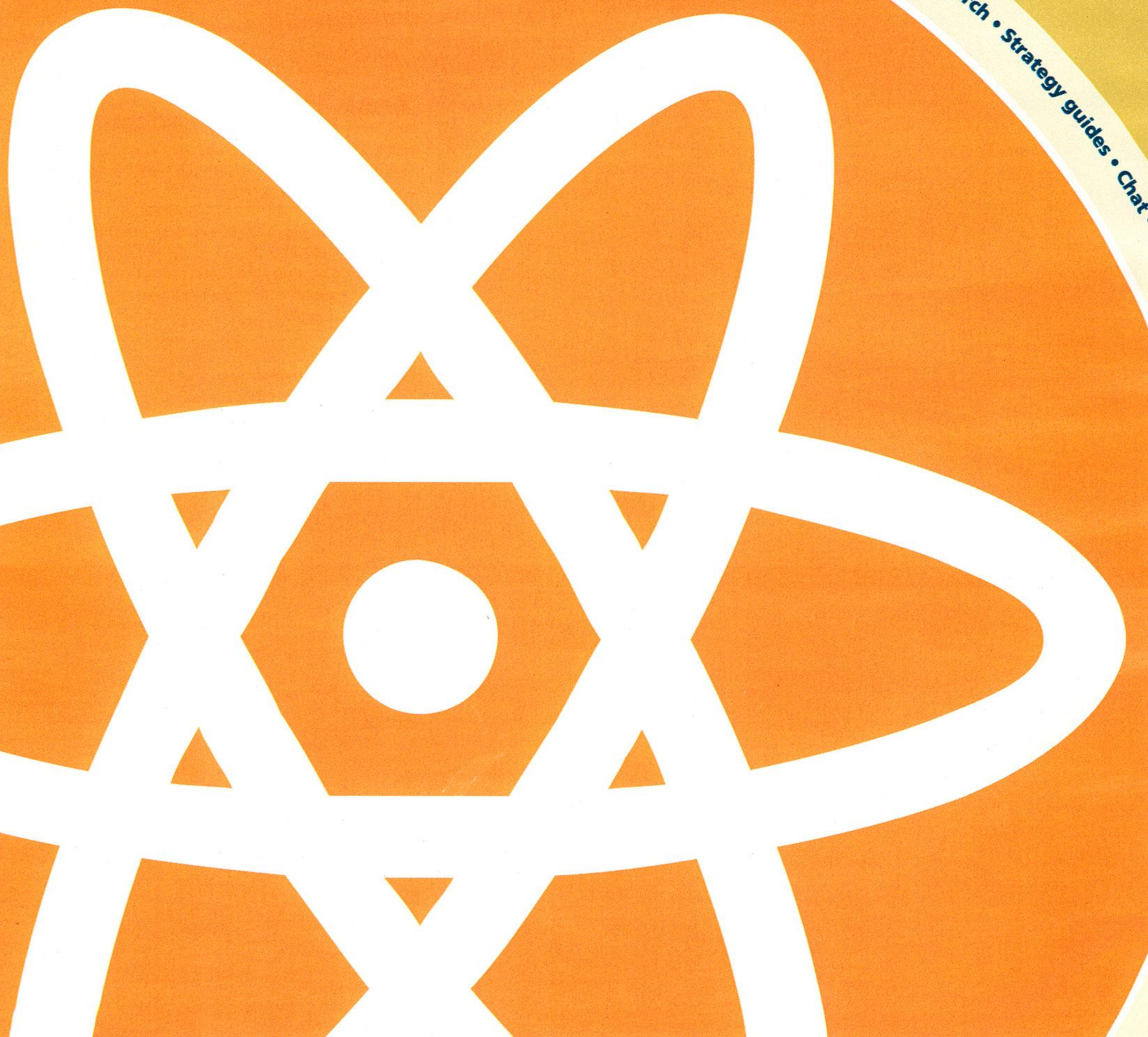


### ETERNAL DARKNESS

Silicon Knights takes the survival horror genre a few shambling steps further. Innovations include an insanity meter – if it drops too low, things get a little wacky. Due out on Halloween, appropriately enough.



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# THE BIG PICTURE

incite's special sneak peak into gaming's biggest blockbusters, starting with the PlayStation 2...

BOUNCER - SQUARE/EA  
DARK CLOUD - SONY

## The Bouncer

It's like a *Matrix*-style version of *Power Stone 2* for grown-ups

### THE CAST

- Nonstop free-form fighting
- 4 Players can join the fun
- Use furniture to your advantage
- Superdetailed characters

### THE CREW

Square's subsidiary, Dream Factory, is heading up development of this PlayStation 2 title. The group has also done *Ehrgeiz* and both *Tobal* games.

### THE PITCH

"Playing action movie" is what Square is calling this title, and it sums up *The Bouncer* perfectly. It's a cinematic fightfest as you battle to find your kidnapped sister.

### THE SCREEN TEST

Fast, furious, and gorgeous, *The Bouncer* could be Square's first solid hit on Sony's new machine - assuming it comes out before *Final Fantasy X*, of course.



## Dark Cloud

Save the world, then make it your own personal topiary garden

### THE CAST

- A vast 3D world
- Create geological landscapes
- Tons of puzzles
- Strategic battle system

### THE CREW

*Dark Cloud* is being developed internally by Sony of Japan. Although the exact team hasn't been named, it most likely contains members who worked on past RPG hits.

### THE PITCH

Along with the standard puzzles, huge bosses, and other RPG staples, you'll actually be able to change *Dark Cloud*'s landscape and weather with the new Georama system.

### THE SCREEN TEST

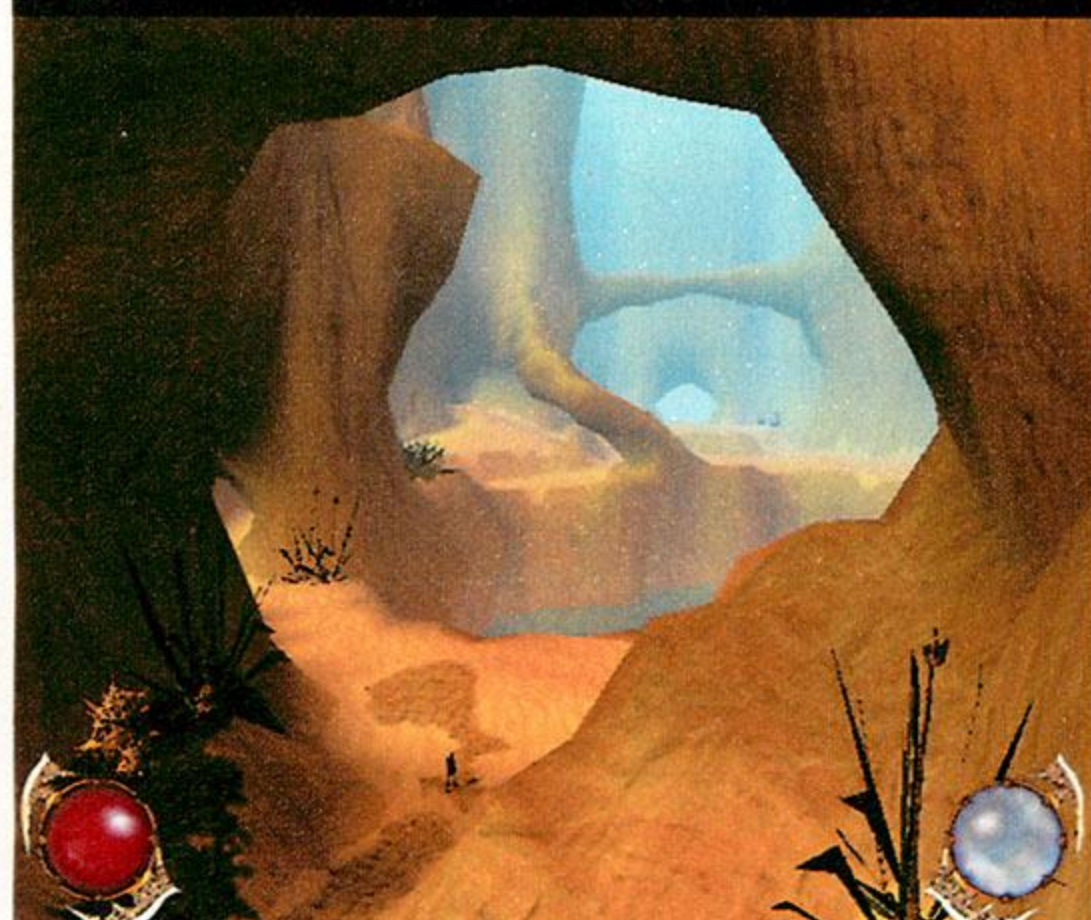
The graphics are plain compared to other PS2 titles, but if the Georama system works like Sony says it will, we're sold.





**DRAKAN** - PSYGNOSIS  
**EXTERMINATION** - SONY

# THE BIG PICTURE ON PLAYSTATION 2



## Drakan

Ride your dragon and fight for medieval justice in this all-new adventure

### THE CAST

- 8 Huge landscapes to explore
- Fight on land or in the sky
- Realistic facial animations
- Dramatic storyline

### THE CREW

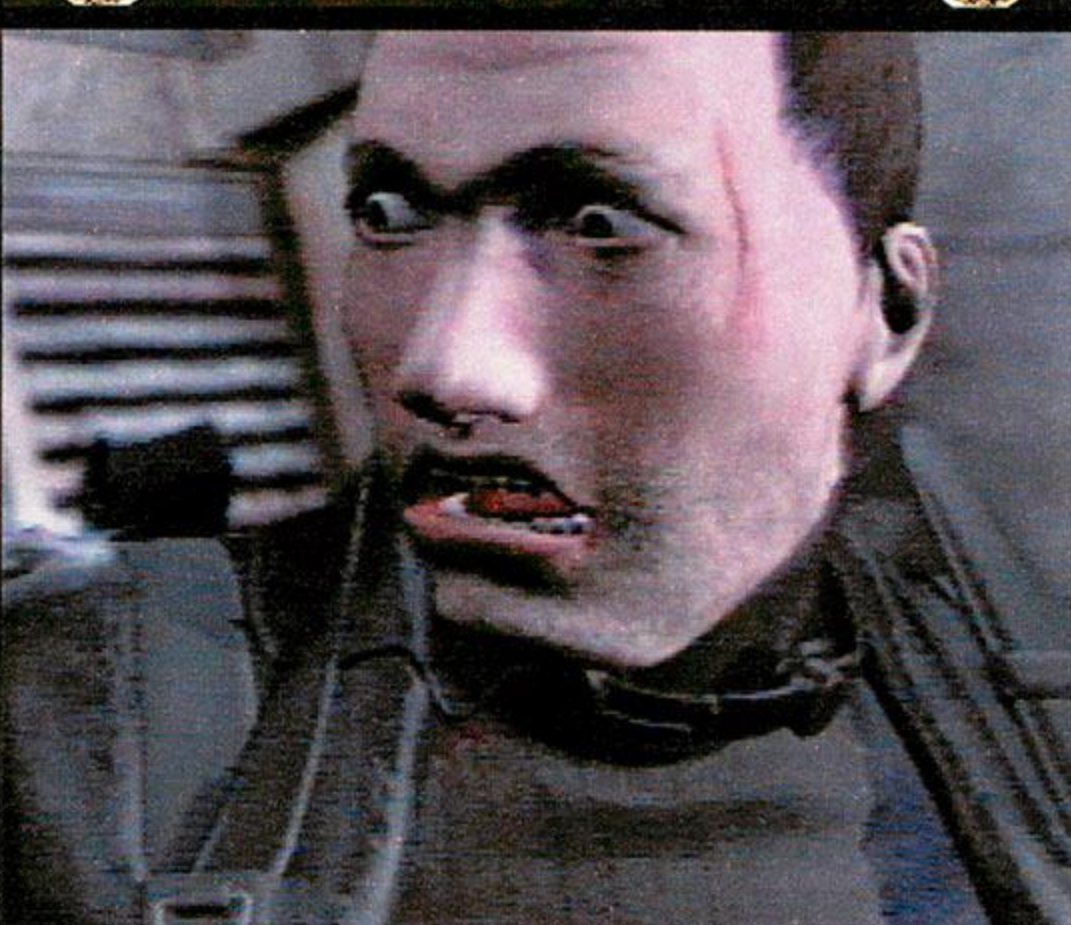
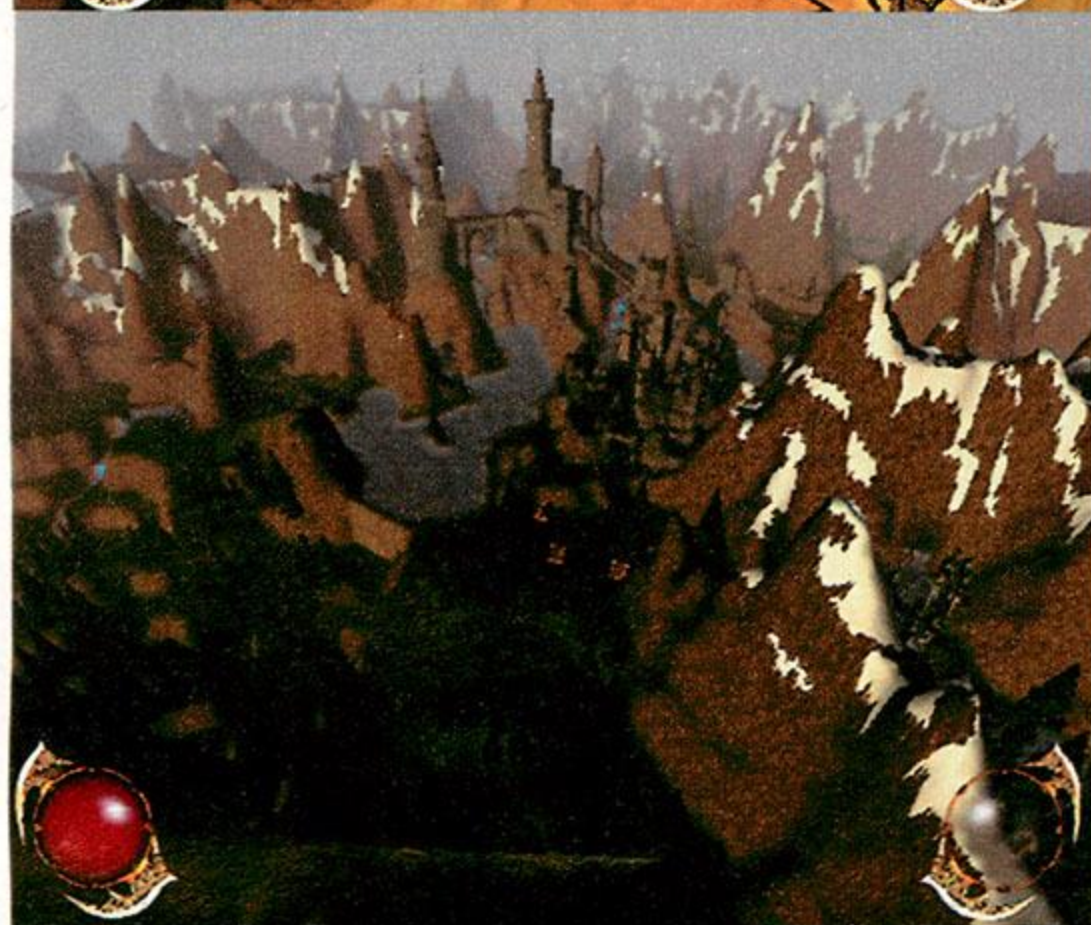
Seattle-based Surreal Software is developing this sequel to its original PC-only fantasy/action title, *Drakan: Order of the Flame*.

### THE PITCH

You're a hot chick with a dragon. End of story. Wait, not quite: You also have to fight the pesky forces of evil and admire those luscious medieval environments.

### THE SCREEN TEST

Who wouldn't like to ride a dragon and save a kingdom? While the PC original was a bit of a letdown, we have high hopes for this incredible-looking sequel.



## Extermination

It'll make the wait for the latest *Resident Evil* just that much easier

### THE CAST

- Sci-fi horror action
- Incredible weather effects
- Fully interactive battles
- Fluid character animation

### THE CREW

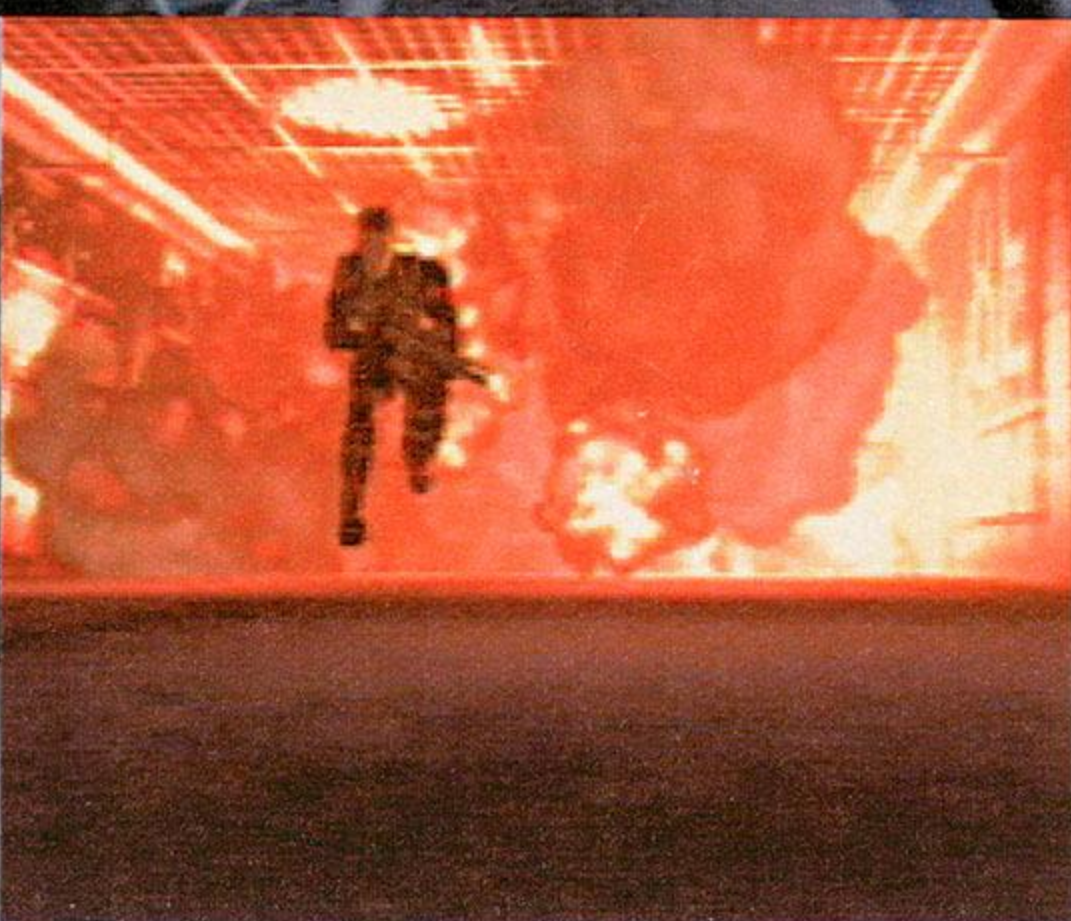
Made up of ex-Whoopee Camp and Capcom developers, Deepspace is starting up its sure-to-be-illustrious career with this PlayStation 2 release for Sony.

### THE PITCH

The genre is being dubbed "Panic Action." *Extermination* will attempt to scare the crap out of gamers by pitting them against deadly alien invaders at a South Pole research facility.

### THE SCREEN TEST

*Resident Evil* who? Aside from *Metal Gear Solid 2*, this is the main reason to buy a PlayStation 2 if you're an action freak.





# THE BIG PICTURE ON PLAYSTATION 2

FERRARI 360 - ACCLAIM  
SOUL REAVER 2 - EIDOS

## Ferrari 360

The real challenge is coming up with the dough for the insurance bill

### THE CAST

- Race version of the Ferrari 360 Modena
- Unique driving-style attributes
- Vehicles display race-incurred damage
- Multiple camera perspectives

### THE CREW

U.K. developer Brain in a Jar is responsible for Acclaim's first entry into the racing simulation arena. Brits designing a game about an Italian car - what's that about?

### THE PITCH

Plutocrats battle it out for bragging rights in special factory-prepared Ferraris. Since you don't have \$175,000 to plop down for the real deal, this'll have to do.

### THE SCREEN TEST

*Gran Turismo 2000* and its garage full of cars looks to dominate the racing scene on PlayStation 2, but Ferrari has a mystique that no other automobile brand can match.



## Soul Reaver 2

I'll have the soul — extra rare and absolutely no garlic, please

### THE CAST

- 7 Reaver swords with new attributes
- 9 Additional abilities/mechanics
- More unique methods to kill enemies
- Nonlinear, overlapping quests

### THE CREW

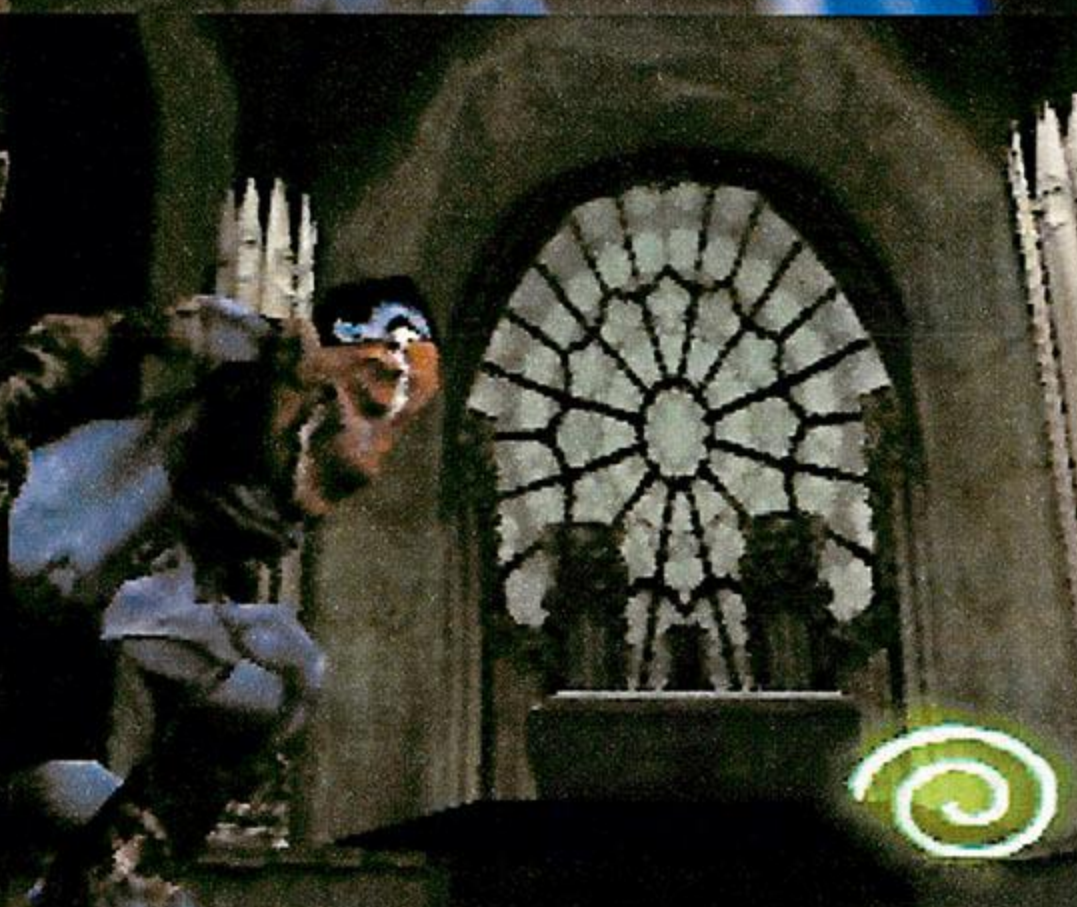
Crystal Dynamics set the new standard for third-person action/adventure games with *Legacy of Kain: Soul Reaver*, and now *Soul Reaver 2* may immortalize the series.

### THE PITCH

Raziel continues his relentless pursuit of Kain, traveling through time to uncover the mysteries surrounding Nosgoth's ancient races and the vampire genocide.

### THE SCREEN TEST

*Soul Reaver 2* continues the bloody but delightful glimpse into everyday vampire life. But the focus is on the vengeful storyline, not irritating block puzzles.





LEGION – MIDWAY  
NASCAR 2001 – EA SPORTS

# THE BIG PICTURE ON PLAYSTATION 2



## Legion

Note to Arthur: Stay away from that cheating slut Guinivere this time around

### THE CAST

- Simultaneous command of four knights
- Swordsmen, archers, and cavalry
- Weapons and armor upgrades
- Battle enemy hordes; engage in quests

### THE CREW

This is the first offering from Seven Studios, established by noted *Command & Conquer* designer Eric Yeo and ex-Westwood Studios producer Lewis Peterson.

### THE PITCH

Pull the sword from the stone and unite England as the legendary King Arthur. Command knights and legions of the King's armies in this RPG/strategy-game hybrid.

### THE SCREEN TEST

*Legion's* main rivals are two samurai combat titles. Expect gameplay to be somewhere between *Kessen's* hardcore strategy and *Onimusha's* swordplay action.



## Nascar 2001

A seemingly endless series of left turns has never been more fun

### THE CAST

- 30+ Top NASCAR drivers and cars
- 14 Official tracks, including Daytona
- Computer drivers mirror real life
- Short tracks and road courses

### THE CREW

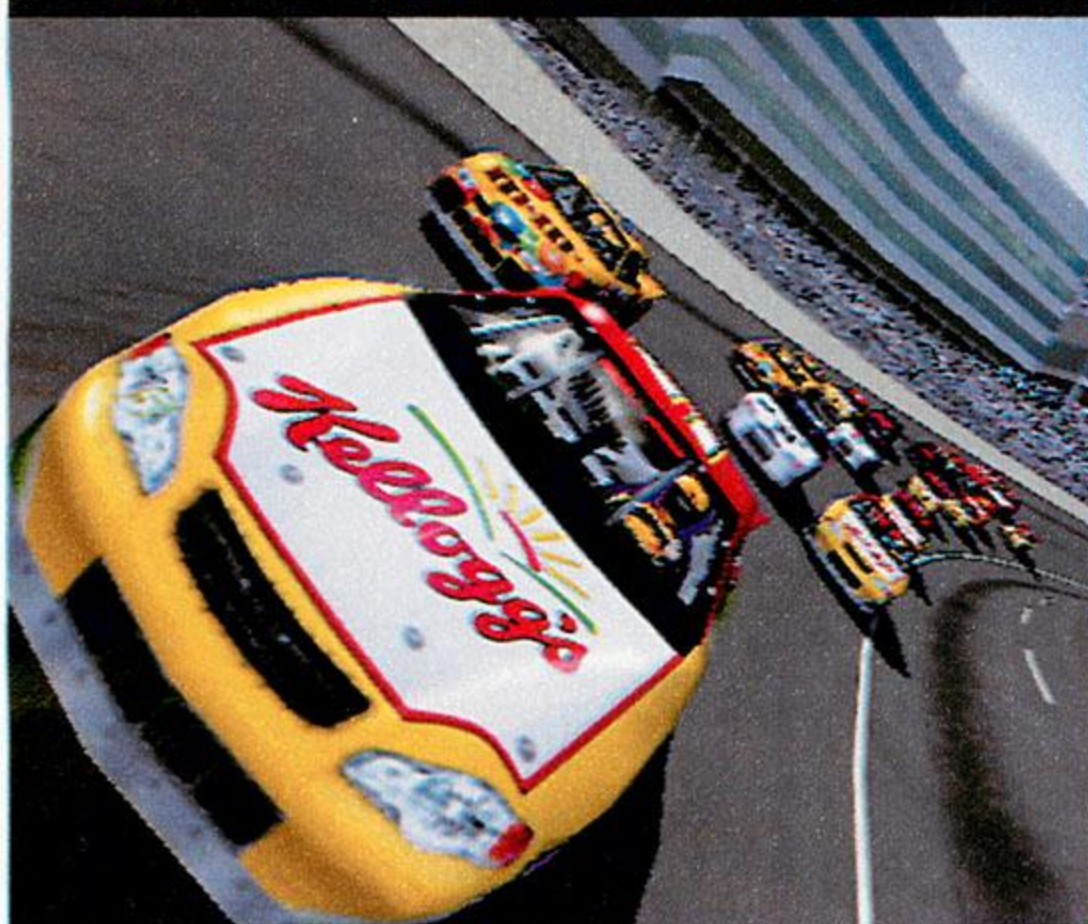
*NASCAR 2001* is an EA Sports in-house production. The team consists of veterans from the *NASCAR* franchise and former *Jane's* simulation-title developers.

### THE PITCH

Load up the RV with beanie weenies, Cheez Wiz, and Schlitz malt liquor, because the most realistic and exhilarating NASCAR racing experience to date is PS2 bound.

### THE SCREEN TEST

The *NASCAR* series' history of mediocre graphics and gameplay has earned it a checkered past rather than a checkered flag. The PS2 adds welcomed horsepower.





# THE BIG PICTURE ON PLAYSTATION 2

NHL 2001 - EA SPORTS  
ODDWORLD - INFOGRAMES

## NHL 2001

The puck's almost ready to drop on EA's PlayStation 2 season

### THE CAST

- All 30 NHL and 20 international teams
- Career mode with drafts, free agency
- No online play
- Clement and Hughson in the booth

### THE CREW

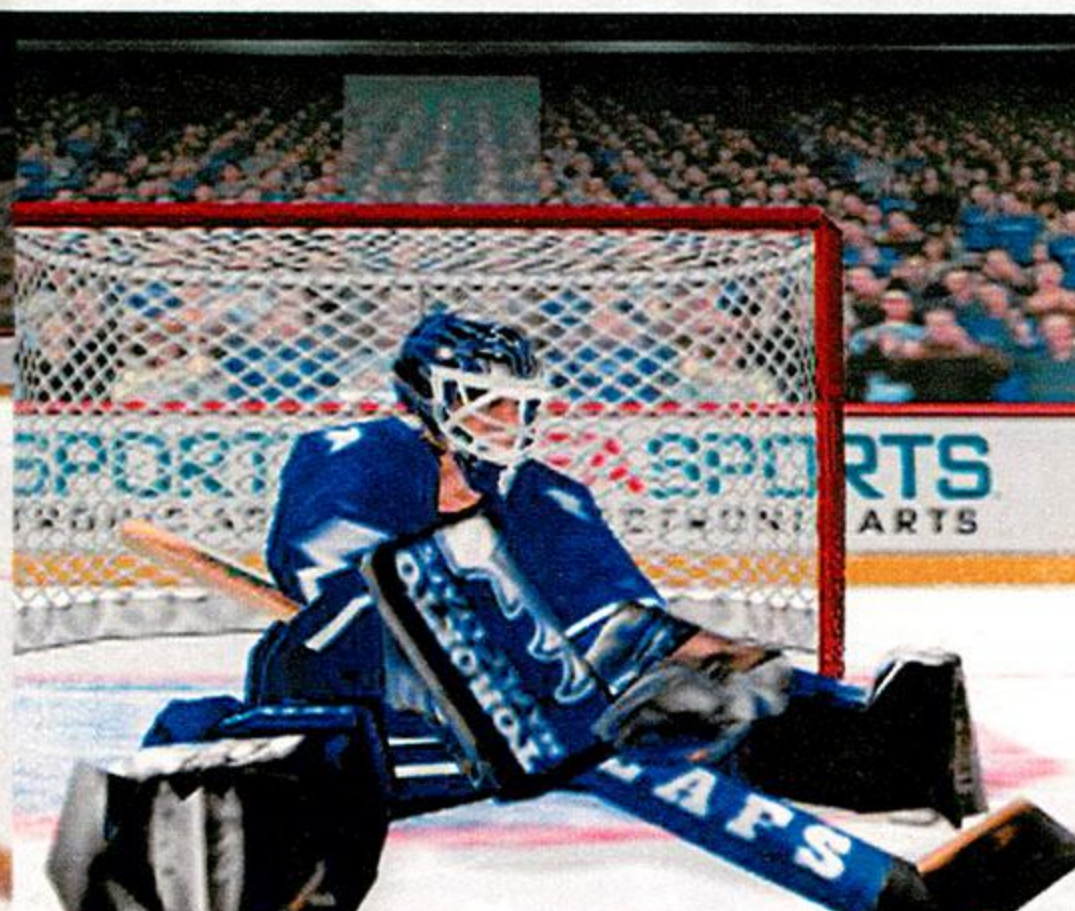
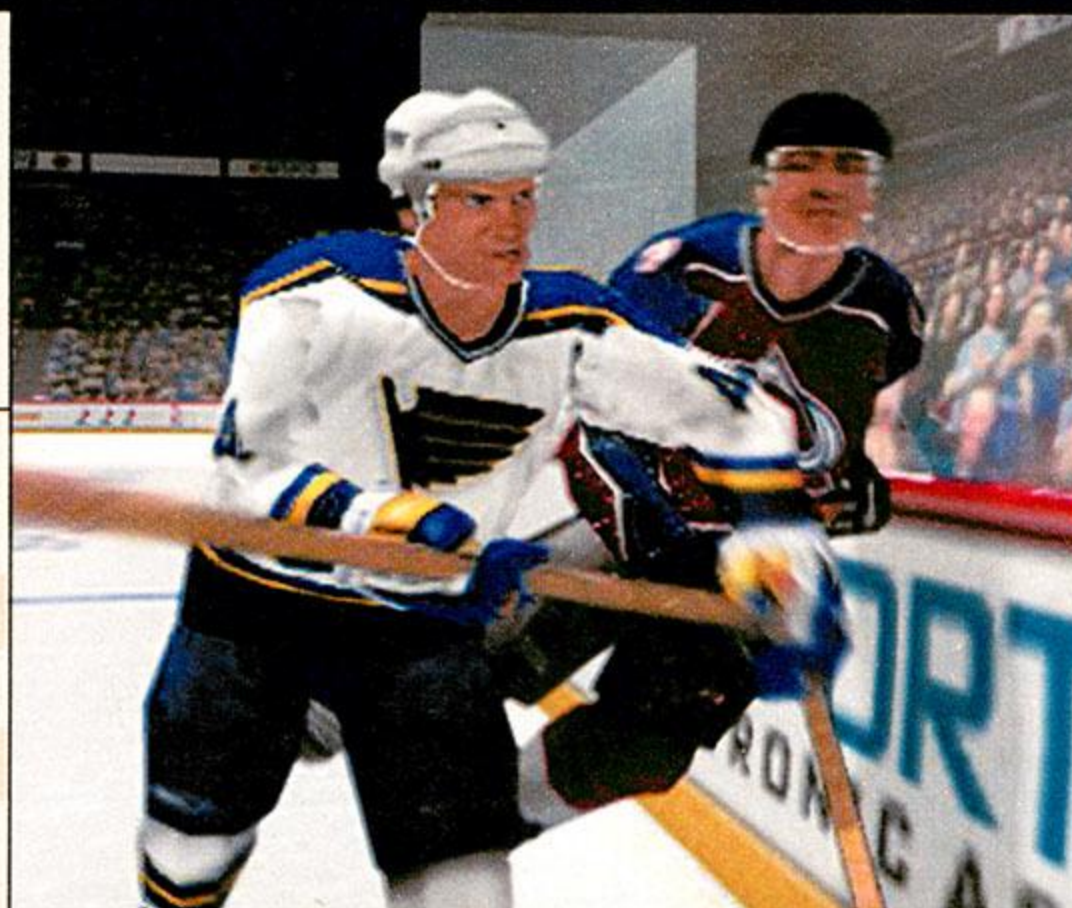
EA's top-selling, top-playing NHL series takes it to the next generation. Expectations are high, but if anyone can pull it off, these are the guys. And gals.

### THE PITCH

Hockey just got emotional. The reigning NHL franchise champ should be the prettiest thing we've seen on ice. But no online action? Damn!

### THE SCREEN TEST

Having seen only movies and screenshots, it's a little early to make predictions. But with EA's track record, anything but the best will be a disappointment.



## Oddworld

If you thought Abe was weird, wait till you get a load of Munch

### THE CAST

- A one-legged Gabbit named Munch
- A two-legged Mudokon named Abe
- 4 Power-up vending machines
- Sligs, Scrabs, and other bizarro races

### THE CREW

Those crazy cats at Oddworld Inhabitants are hoping to redefine how big and immersive games can be by building a living, working virtual biosphere.

### THE PITCH

Evil consumer goods are weapons used by evil Oddworld races to enslave the planet's lesser species. Munch and Abe work to save their fellow lowlives from extinction.

### THE SCREEN TEST

With eye-popping visuals, fluid animation and ambitious vision, *Munch's Oddysee* will be more daring, original, and impressive than any PS2 game this fall.





STAR WARS: BOMBAD RACING - LUCASARTS  
STAR WARS: STARFIGHTER - LUCASARTS

## THE BIG PICTURE ON PLAYSTATION 2



### Star Wars: Bombad Racing

Big-headed Yoda and Darth Maul on the PS2. Enough said

#### THE CAST

- 8 Big-headed *Star Wars* kart racers
- 9 Intergalactic tracks
- 25 Gadgets and power-ups
- 4 Different racing modes

#### THE CREW

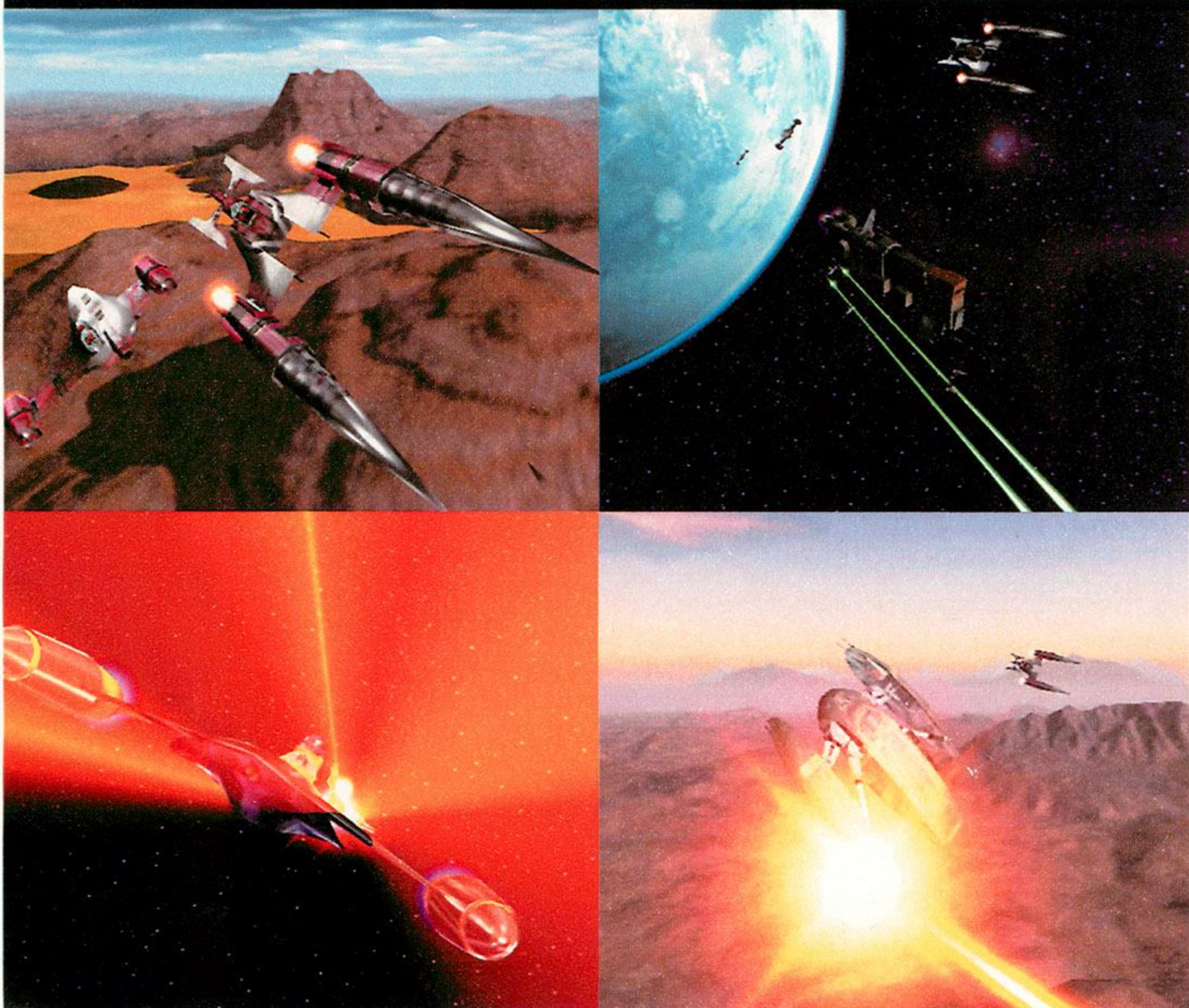
Those cutups at LucasArts are getting whimsical on us, but this cutsified *Episode I* title may look good enough to actually play.

#### THE PITCH

Kart racing in a galaxy far, far away, where *Star Wars* characters have swollen heads and cutesy weapons. Hmm.

#### THE SCREEN TEST

If you can endure *Bombad Racing's* adorable nature and the yelps of Jar Jar, you may get a real kick out of this. Otherwise, you may not.



### Star Wars: Starfighter

Had enough kart racing?  
How about some good,  
old-time space ships?

#### THE CAST

- 3 Mismatched starfighter pilots
- 3 Ships unique to each character
- 50+ Trade Federation vehicles
- 14 *Episode I* environments to explore

#### THE CREW

LucasArts isn't just working on cute games. This PS2 flight combat title should have fast action and tight graphics.

#### THE PITCH

Playing as three quirky rebel pilots, you defend Naboo from invading Trade Federation baddies.

#### THE SCREEN TEST

Some of LucasArts' best games in the past have been flight combat titles. Add the graphics muscle of the PS2 and this could be the group's best one yet.



# THE BIG PICTURE ON PLAYSTATION 2

SUMMONER - THQ  
TIGER WOODS - EA SPORTS

## Summoner

Okay, who's the wise guy who summoned the large pepperoni pizza?

### THE CAST

- Control up to five party members
- Lots of weapons, spells, and monsters
- Summon demons and dragons
- Real-time third-person RPG action

### THE CREW

Volition, creator of the award-winning *Descent* and *Freespace* PC series, steps up to the console plate. The word is that the PS2 version outperforms the PC game.

### THE PITCH

As a child, Joseph destroyed his hometown in a tragic summoning accident. Tough luck, that. Now he's on a quest to discover the Summoner's rings.

### THE SCREEN TEST

The fully 3D engine with a third-person view changes the look and feel of RPGs forever. Is this the first real US competitor for the *Final Fantasy* series?



## Tiger Woods

The world's favorite links sensation is about to join the PlayStation 2 tour

### THE CAST

- Top PGA pros, such as Tiger and Leonard
- Real-time analog swing
- Driving range and chipping
- Real courses, including Pebble Beach

### THE CREW

EA Sports has been making PGA games for 10 years. With the addition of Tiger Woods, the crew may just create the most accurate golf simulation to date.

### THE PITCH

Swing for the greens with the top pros as they compete from qualifying school all the way up to the tour championship - and that coveted, stylish green jacket.

### THE SCREEN TEST

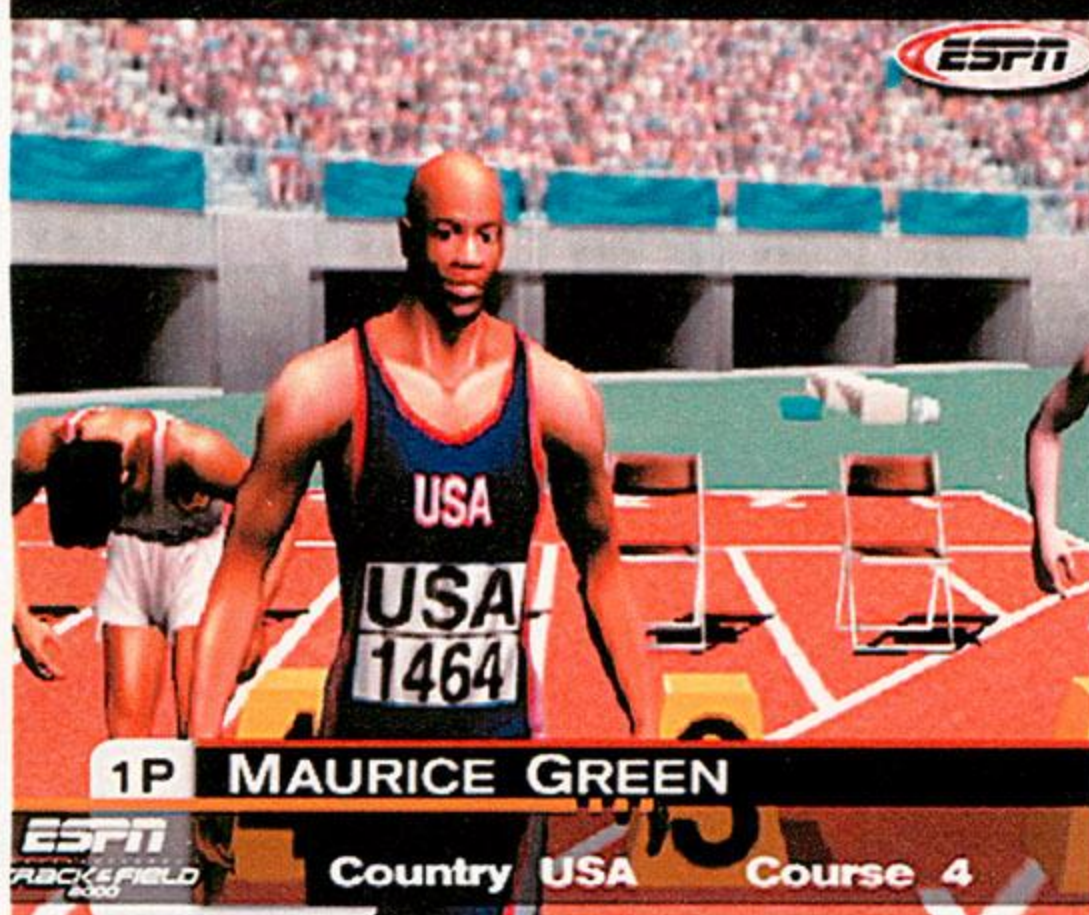
Golf may not be the most exciting sport, but with the power of the PlayStation 2, it'll sure be one of the prettiest. Wanna be like Tiger? Here's your best shot.





ESPN INT'L TRACK & FIELD - KONAMI  
UNREAL TOURNAMENT - INFOGRAMES

## THE BIG PICTURE ON PLAYSTATION 2



### Track & Field

Who needs steroids when you have the power of the PlayStation 2?

#### THE CAST

- 12+ Real-life track and field events
- 4 Player head-to-head competition
- 700 Motion-captured moves
- Event-specific controller techniques

#### THE CREW

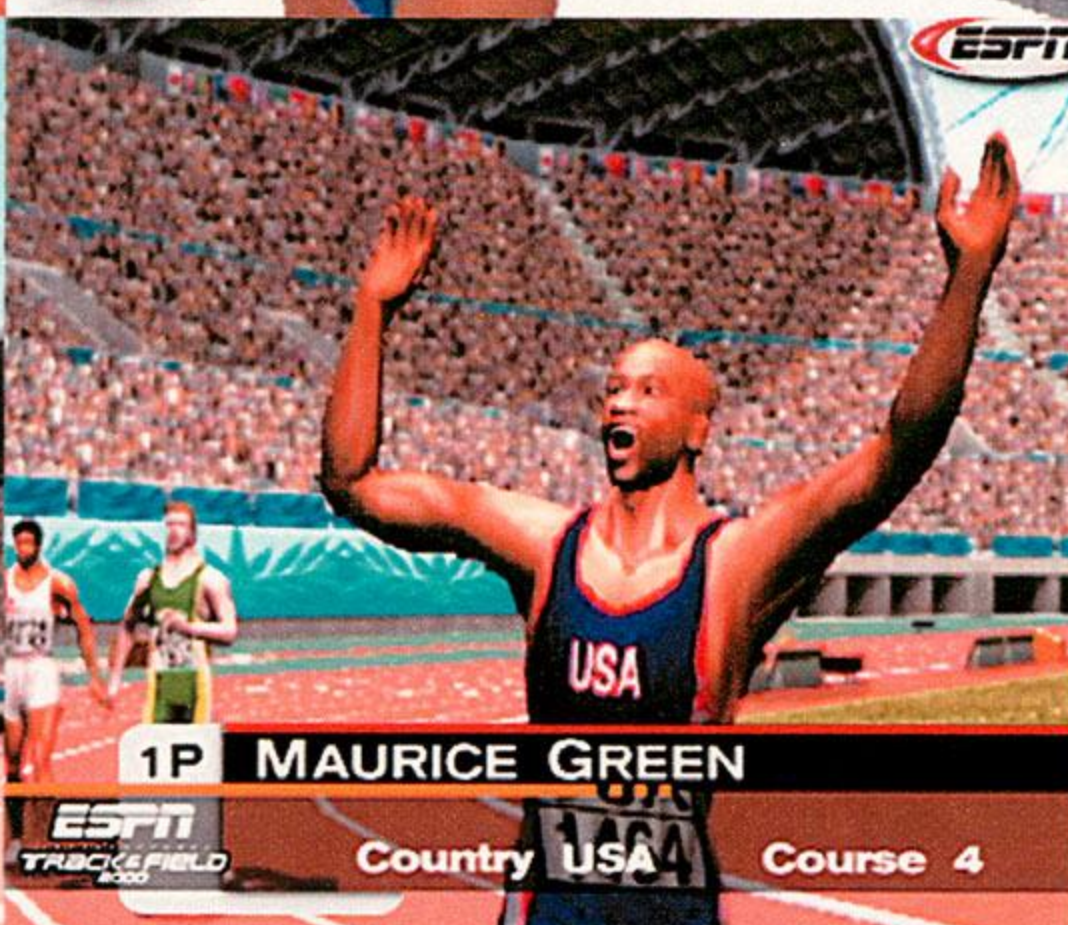
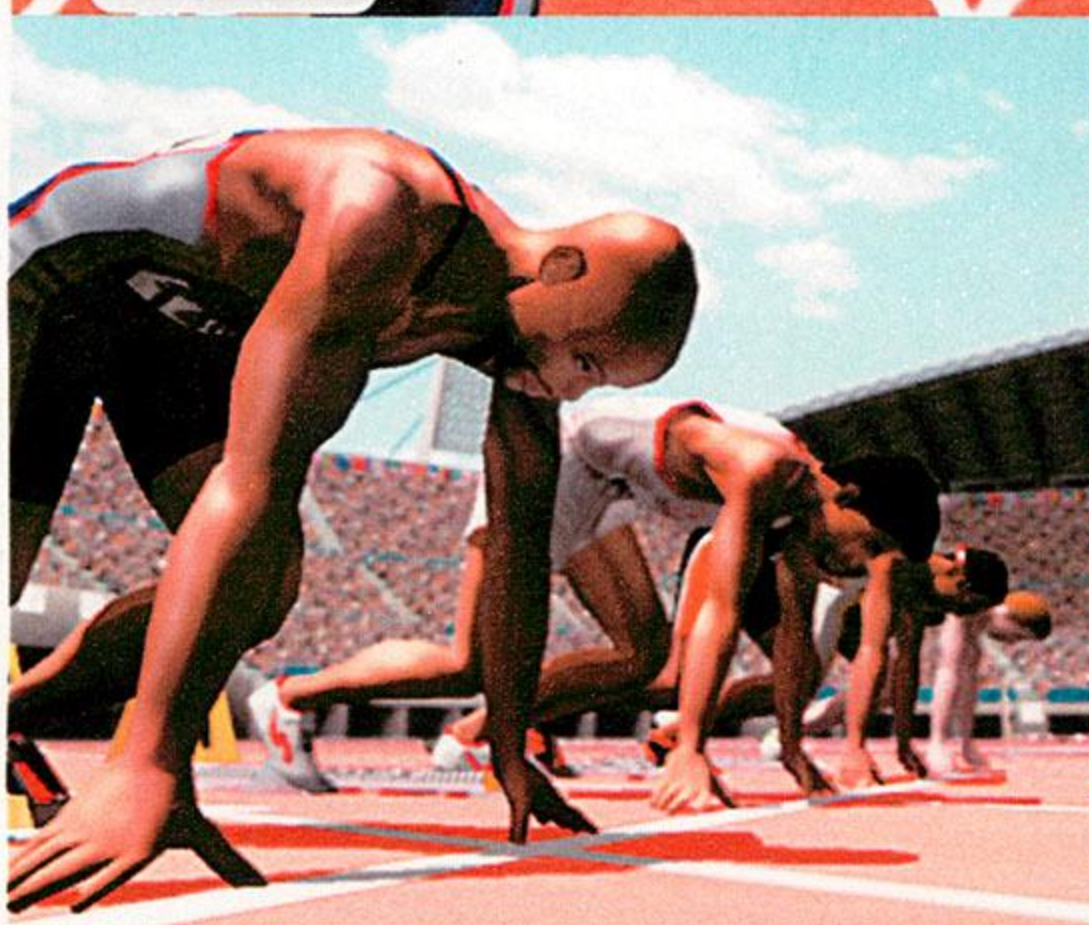
Konami Sports is seeking to establish itself as a top-tier sports game developer, and *ESPN International Track & Field* could rank as this rookie's premier title.

#### THE PITCH

Konami's classic, eponymous arcade game swallowed plenty of our quarters. The graphics are improved for PS2, but the agony of defeat remains the same.

#### THE SCREEN TEST

Unless Eidos decides to bring *Sydney 2000* to the PlayStation 2, *ESPN International Track & Field* could have an uncontested dash to the gold medal.



### Unreal Tournament

A healthy, stress-relieving alternative that won't land you in a jail cell

#### THE CAST

- 50 Enhanced and all-new PS2 levels
- 4 Unique single- or team-play modes
- 10 Weapons for gratuitous gore
- Split-screen or network multiplayer

#### THE CREW

Epic Games, which fragged its way to PC gaming dominance with *Unreal* and *Unreal Tournament*, will handle the enhanced conversion of *UT* itself.

#### THE PITCH

A quality FPS experience was once exclusive to PC – but no more. True multiplayer action is just an I.Link away.

#### THE SCREEN TEST

With nemesis *Quake III* distracted by Dreamcast, *Unreal Tournament* is making a run to dominate the FPS scene on the PS2.







# no joke

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why not?

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- ✗ Writing style that offers little to today's gamer

why not?

**C**

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# THE BIG PICTURE ON DREAMCAST

18 WHEELER – SEGA  
BLACK & WHITE – SEGA

## 18 Wheeler

Now's your chance to be Lord High Ruler of the seven lanes of highway

### THE CAST

- 5 Drivers, each with his own truck
- Tons and tons of cargo to haul
- Hordes of cars to knock out of the way
- A whole lotta highway

### THE CREW

Sega's mighty AM2 group is handling this one. As it has both the *Virtua Cop* and *Virtua Fighter* series under its belt, we're sure this will be a first-class operation.

### THE PITCH

Cargo needs to be moved from New York to San Francisco, and fast. Duty calls, and it's time to get on board, chomp some No-Doz, and chew up some serious asphalt.

### THE SCREEN TEST

Admit it, you always wanted to be the big guy on the road, intimidating the hell out of everyone. This time you can even knock all the tiny import cars off the road.



## Black & White

Whoever said being an omnipotent, ethereal being was easy?

### THE CAST

- 22 Different creatures to control
- One gigantic planet to play in
- Thousands of loyal peasants
- A world that reacts to your actions

### THE CREW

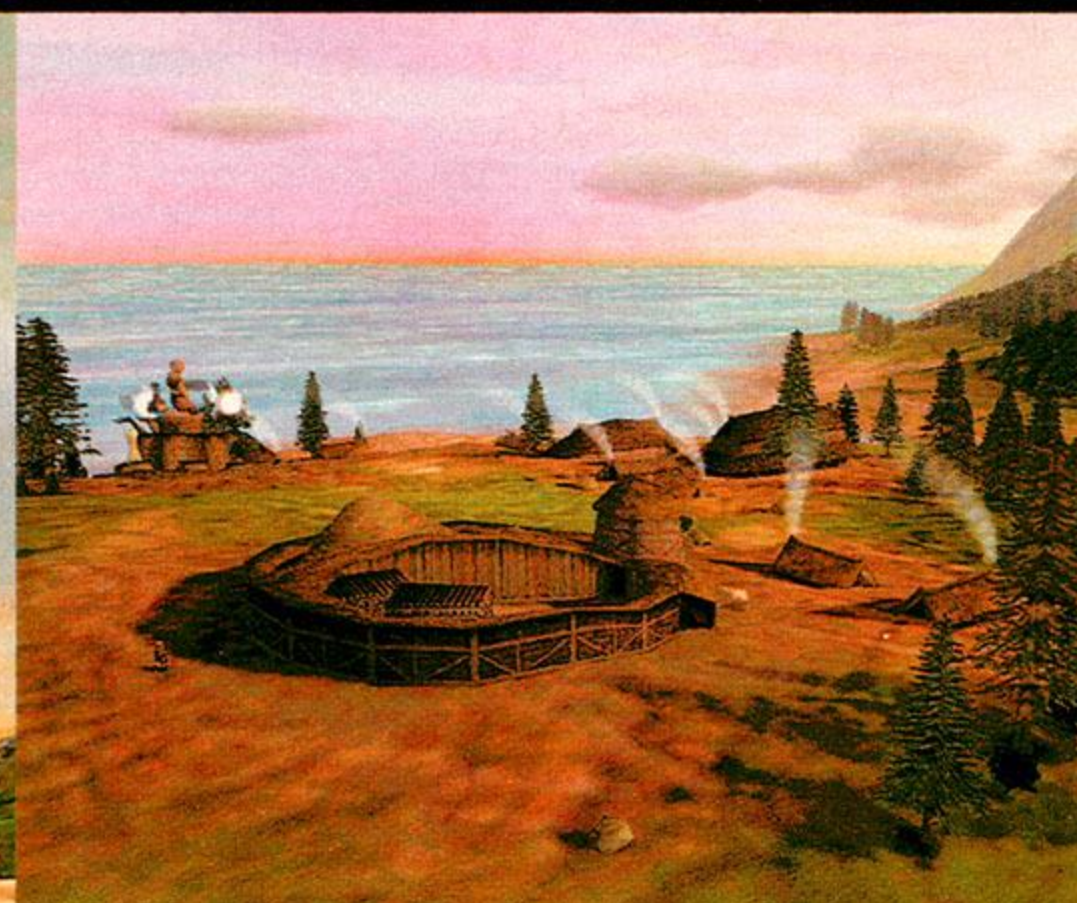
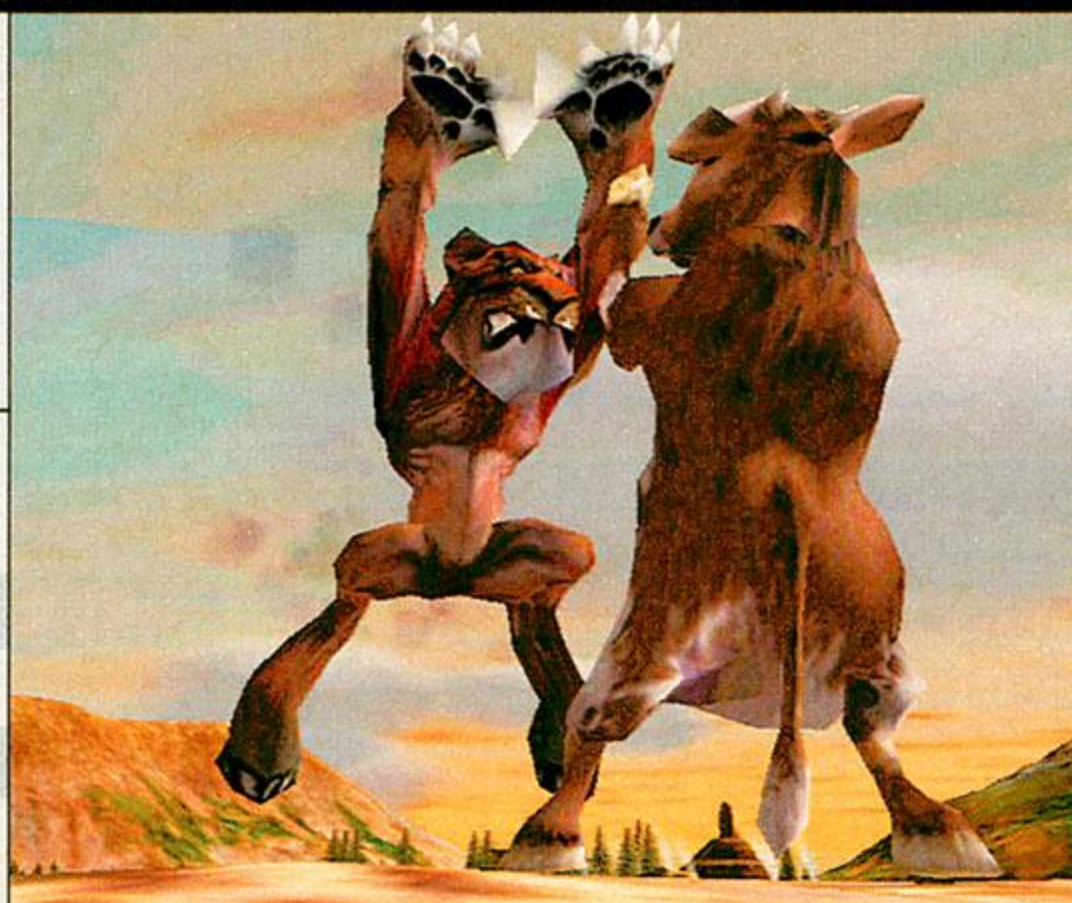
You can't get much better than Lionhead Studios. Lead game designer Peter Molyneux is legendary for creating brilliant games that put you in control of new worlds.

### THE PITCH

You're God in a world that needs direction. Control your people with your personal creature that grows from a wee tyke to an epic beastie. Good, evil – it's up to you.

### THE SCREEN TEST

*Black & White* is looking to take the genre of God games and blow it wide open. With a mix of innovative gameplay and stunning graphics, this game will be huge.





**III BLEED - SEGA**  
**METROPOLIS STREET RACER - SEGA**

# THE BIG PICTURE ON DREAMCAST



## III Bleed

Halloween is coming early this year for horror fans seeking a scare

### THE CAST

- Barrels full of blood
- Dozens of gory monsters
- Amazing graphical effects
- Freaky storyline

### THE CREW

This will be Climax Graphics' second Dreamcast game, the first being the beautiful but slightly dull *Blue Stinger*. Hopefully, *III* will provide more thrills.

### THE PITCH

Taking a cue from *The House on Haunted Hill*, *III Bleed* throws players into a viciously possessed mansion. Survive the night and win a million bucks.

### THE SCREEN TEST

While it's no *Code Veronica*, *III Bleed* will certainly please folks looking for a fright. Will the gameplay be better than *Blue Stinger*'s? We hope so.



## Metropolis Street Racer

Race around London, Tokyo and San Francisco. Or just window shop

### THE CAST

- 30+ Licensed cars (mostly roadsters)
- 9 Tracks in three cities
- Photo-realistic environments
- Challenge other gangs and win cars

### THE CREW

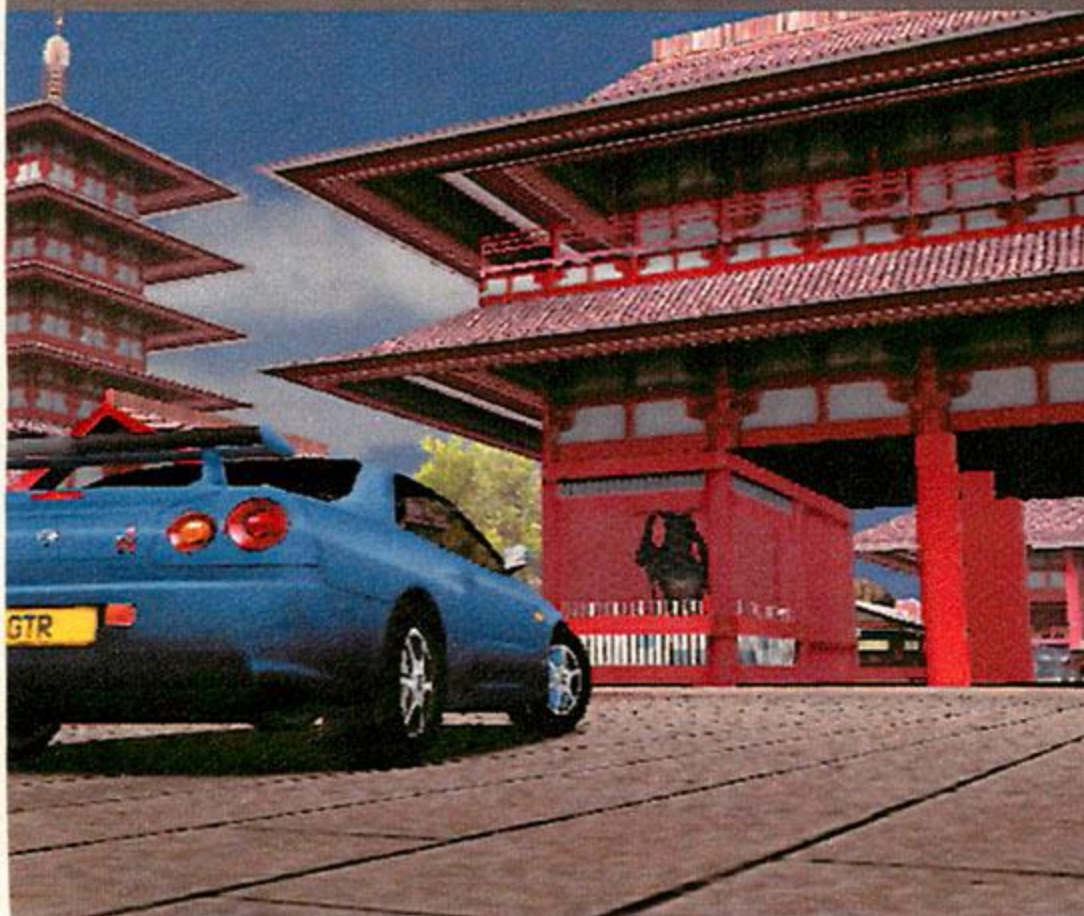
Bizarre Creations earned its racing-game stripes with a pair of acclaimed PlayStation F1 titles, and it's now one of Sega's favored "1.5 party" developers.

### THE PITCH

*MSR* is the first racing game to include accurately modeled environments based on real city streets.

### THE SCREEN TEST

Like Sammy Sosa says, "It's so reeeal." We just hope all those 90-degree turns don't become too repetitive.





# THE BIG PICTURE ON DREAMCAST

OUTRIGGER - SEGA  
PHANTASY STAR ONLINE - SEGA

## Outrigger

A *Quake III*-style arcade game comes home on the Dreamcast

### THE CAST

- Blindingly fast gameplay
- Tons of guns
- Frag four friends online
- 12+ Themed arenas

### THE CREW

The well-seasoned folks at Sega's AM2 arcade division are working on *Outrigger*. More specifically, it's the staff behind the *Fighting Vipers*.

### THE PITCH

You're an antiterrorist soldier who has to take down the bad guys in Sega's new first-person shooter. Use your guns and wits while running around small arenas.

### THE SCREEN TEST

Who says first-person shooters are just for PCs? Our only concern is the hideous control, but Sega swears it will work with the upcoming DC mouse.



## Phantasy Star Online

Who says RPG-ers have no friends? Hook up with three homies on the Net

### THE CAST

- Richly detailed environments
- 4 People can play online
- Deep storyline
- Endless replayability

### THE CREW

Yuji Naka, the man behind *Sonic* (and a programmer for the first PS) is leading his team once again into the world of role-playing games.

### THE PITCH

This is a deep RPG that allows you to explore alone or with three fellow gamers on Sega's online worldwide network.

### THE SCREEN TEST

*Phantasy Star Online* looks amazing, and you can play it with up to three friends at once. Hell, where do we sign up?





QUAKE III ARENA - SEGA  
SPACE RACE - INFOGRAMES

# THE BIG PICTURE ON DREAMCAST



## Quake III Arena

The fragtastic frenzy of blood and guts is making its way to Dreamcast

### THE CAST

- 30+ Killers from which to choose
- 9 Weapons for fragging
- Exclusive Dreamcast levels
- Intense multiplayer action

### THE CREW

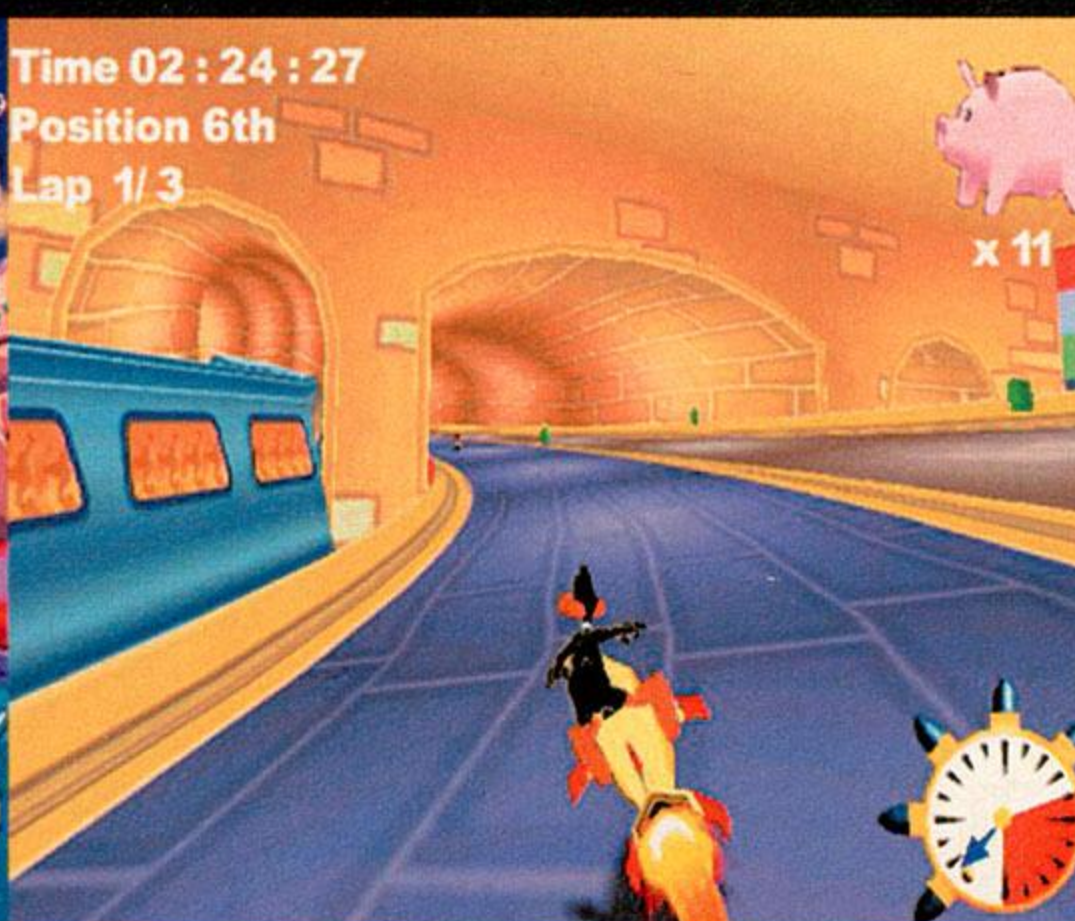
Activision and Raster Productions are developing *Quake III* under id Software's supervision. Many chefs are working on this project, but each one is top-notch.

### THE PITCH

It's full-on deathmatch, baby. Get your kill on with split screen or over a modem against other DC and PC gamers.

### THE SCREEN TEST

PC gamers don't think their sacred cow can be ported to a console, but early screens look simply amazing.



## Space Race

Racing on space tracks and playing a little game of Kill the Wabbit!

### THE CAST

- 6 Classic Looney Tunes characters
- 12 Cartoonish tracks and backgrounds
- Acme-powered hovercraft vehicles
- Dozens of traps, gags and weapons

### THE CREW

As the first Looney Tunes title planned for Dreamcast, *Space Race* has Infogrames' Melbourne House pulling out all the visual stops for the next-generation machine.

### THE PITCH

*Mario Kart* meets *Star Wars: Racer* with Looney Tunes' trademark characters and humor mixed in. Use wacky weapons to foil fellow racers and earn the Acme grand prize.

### THE SCREEN TEST

There's always room for another cart racing game, especially when the graphics and smooth gameplay are already looking this impressive.





# THE BIG PICTURE ON DREAMCAST

SPAWN - CAPCOM  
SYDNEY 2000 - EIDOS

## Spawn

A demonic bad-ass is sent to rid the world of evil on your Dreamcast

### THE CAST

- 11 Characters from the comic book
- Billions of bullets
- Big monsters with really sharp teeth
- Bloody deathmatch action

### THE CREW

Capcom has made more fighting games than we can remember. The ones we do recall are pretty damn good, so expect some solid multiplayer action.

### THE PITCH

Pick a comic book character, load your weapons, and prepare to get down and dirty. Fight a monster, fight a friend, fight the whole world - just keep on fighting.

### THE SCREEN TEST

Spawn is bringing the arcade home with its intense bullet-ridden deathmatch frenzy. With beautiful graphics, this is just one more reason to stay at home.



## Sydney 2000

Yeah, but are they gonna hand out gold medals for button mashing?

### THE CAST

- 32 Countries competing for gold
- Official video game of Summer Olympics
- 12 Events, from 100-meter dash to Kayak
- Work out in a virtual gym

### THE CREW

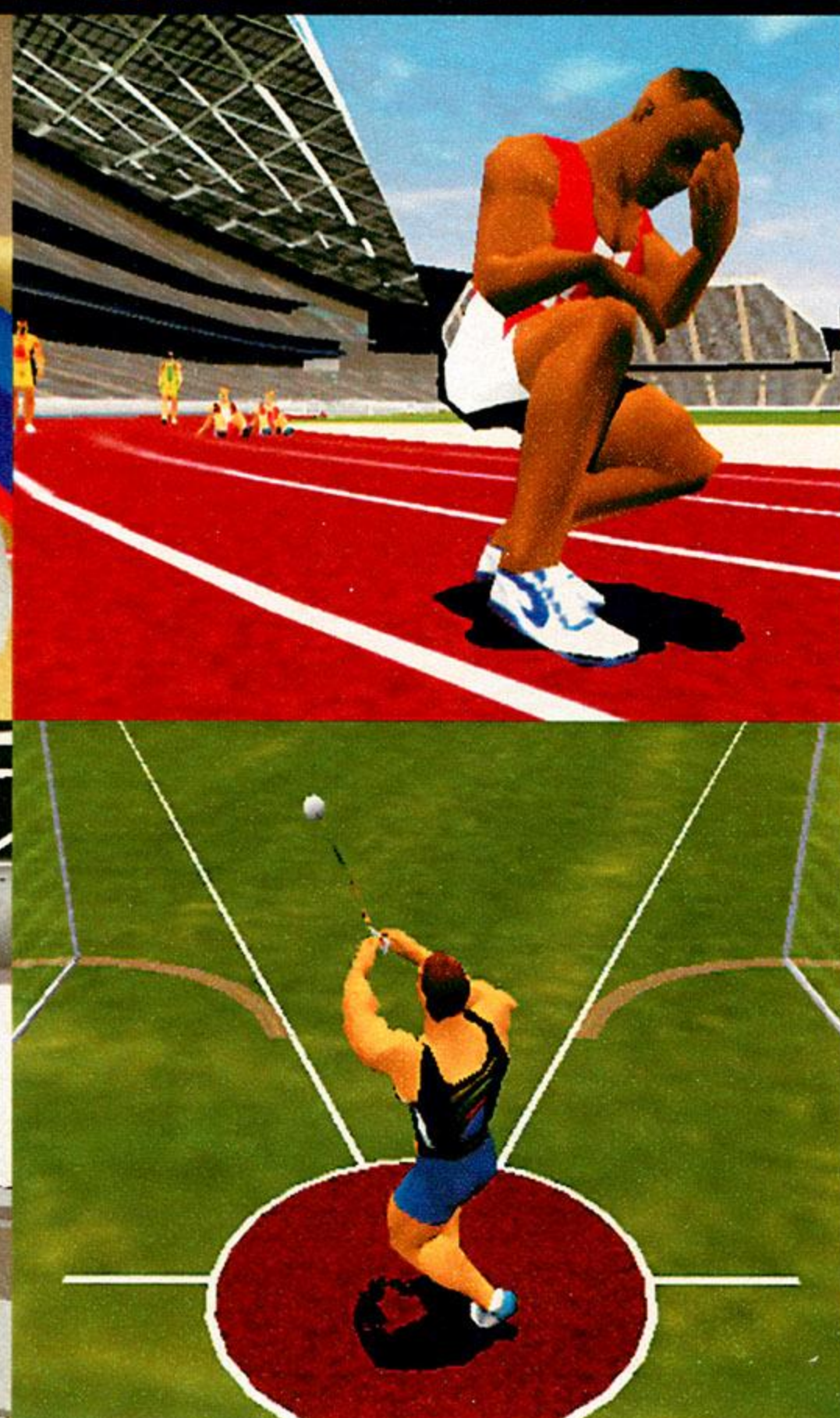
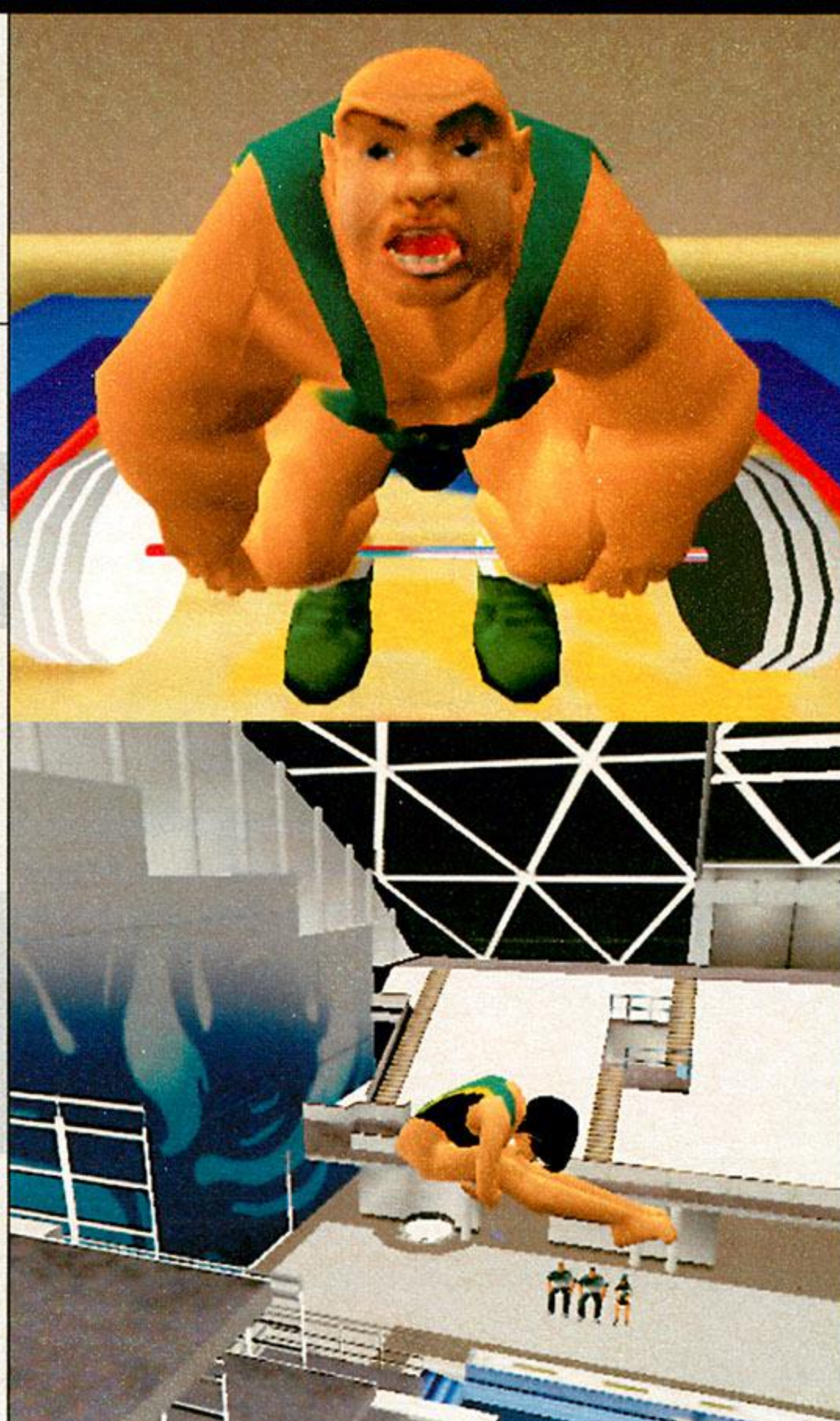
Sydney 2000 is being developed by a crew in England called Attention to Detail. Before the Olympics, the group was responsible for the hit futuristic racer *Rollcage*.

### THE PITCH

Compete for gold medals and bragging rights as you struggle with friends over who can slap the buttons the fastest without breaking their wrists.

### THE SCREEN TEST

Looks amazing. Now if only you could play as Michael Johnson and run the course with gold shoes. He's on the game's box, so why wouldn't he be in the damn game?





WORLD SERIES BASEBALL - SEGA  
WORLD'S SCARIEST POLICE CHASES - FOX INTERACTIVE

# THE BIG PICTURE ON DREAMCAST

## World Series Baseball

So realistic that baseball fans still won't understand the infield-fly rule

### THE CAST

- 2000 Season MLB rosters
- 32 Pitches available per player
- Hot and cold zones for batters
- Signature batting/pitching styles

### THE CREW

Sega of Japan is internally developing its version of the American pastime. But a résumé with *House of the Dead 2*, *Sega Bass Fishing*, and *WSB* on the Saturn bodes well.

### THE PITCH

*World Series Baseball* promises the best graphics, but gameplay is key, and the unorthodox batting perspective is suspect.

### THE SCREEN TEST

A showdown is brewing between Sega and Konami on the DC. Sega is the powerhouse, but Konami swings for the upset.

## World's Scariest

It's like training for your first driver's license... in Serbia

### THE CAST

- 1 TV host, Sheriff John Bunnell
- 50+ Missions
- Multiple camera angles for a TV look
- Realistic weapons used by real cops

### THE CREW

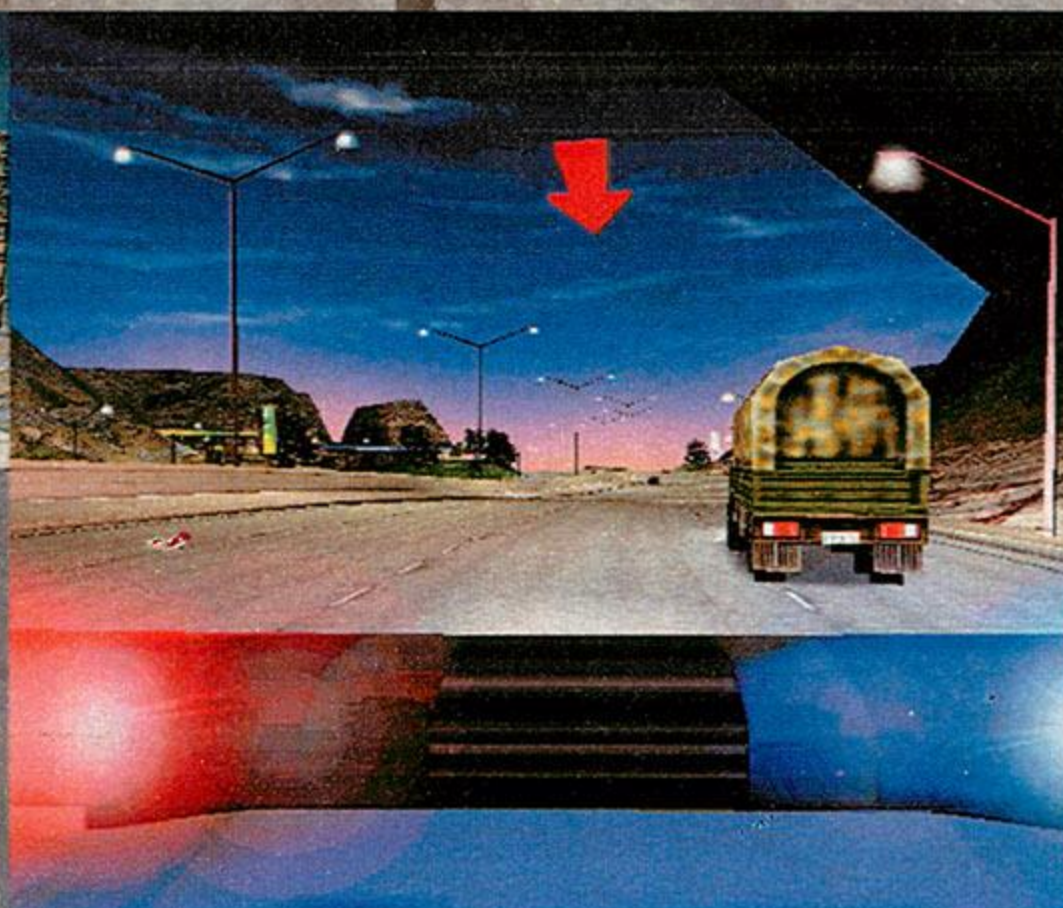
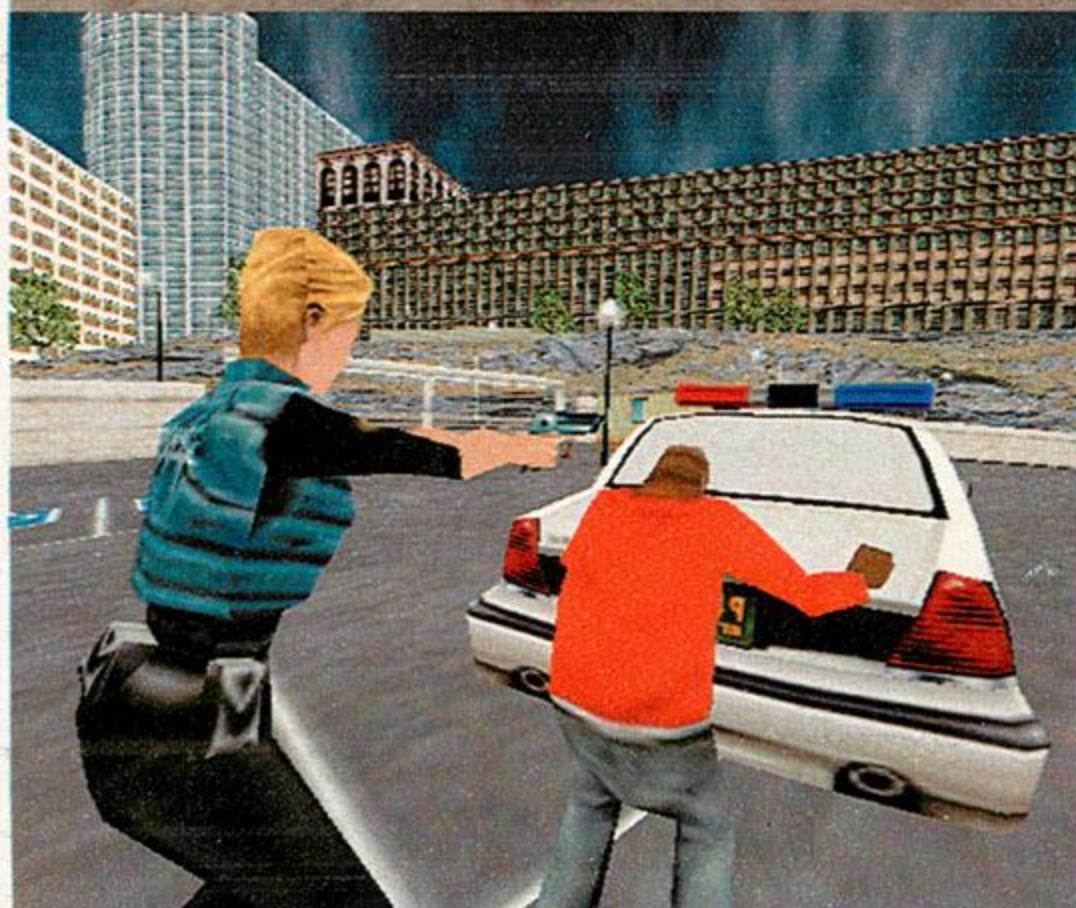
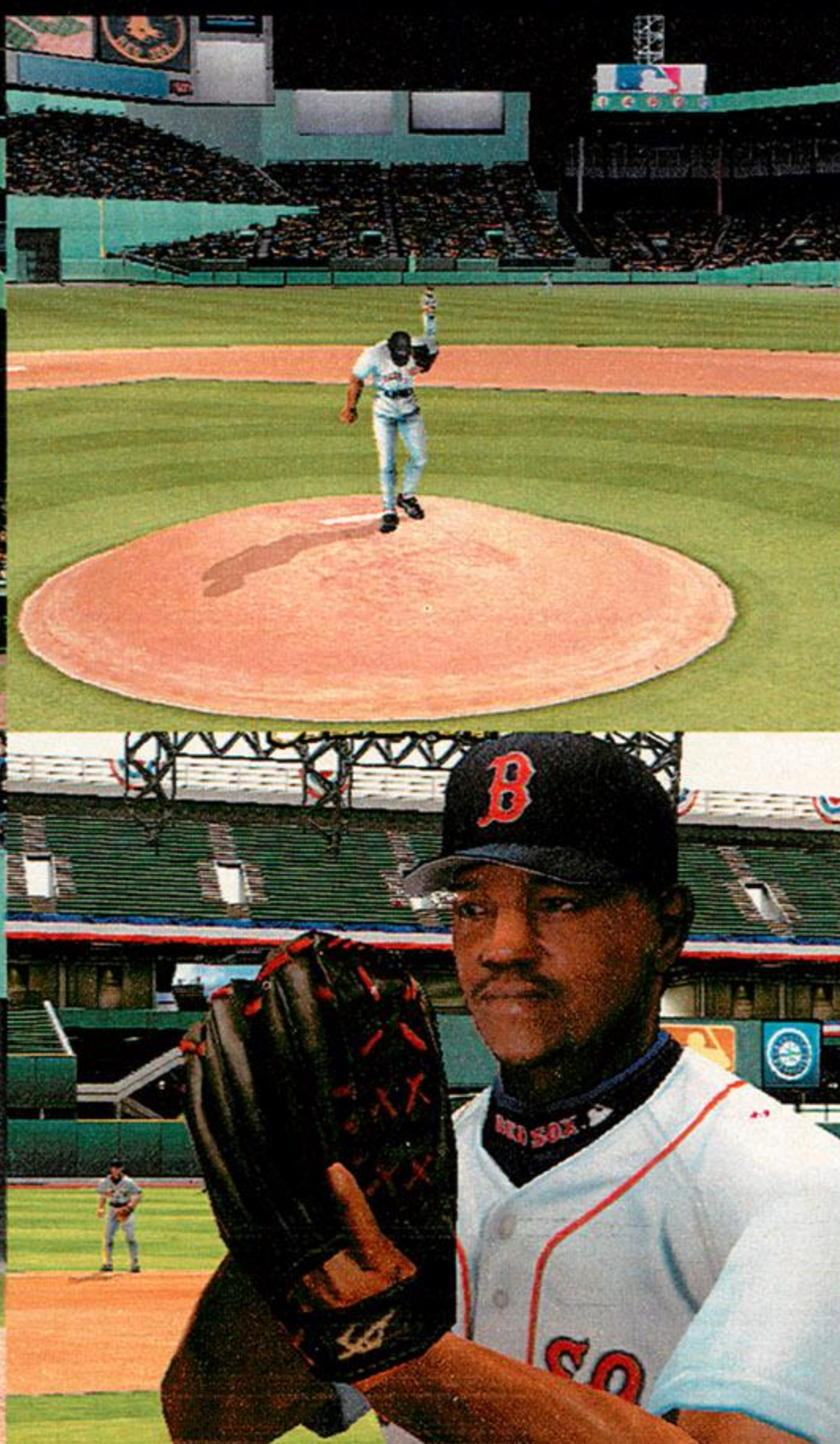
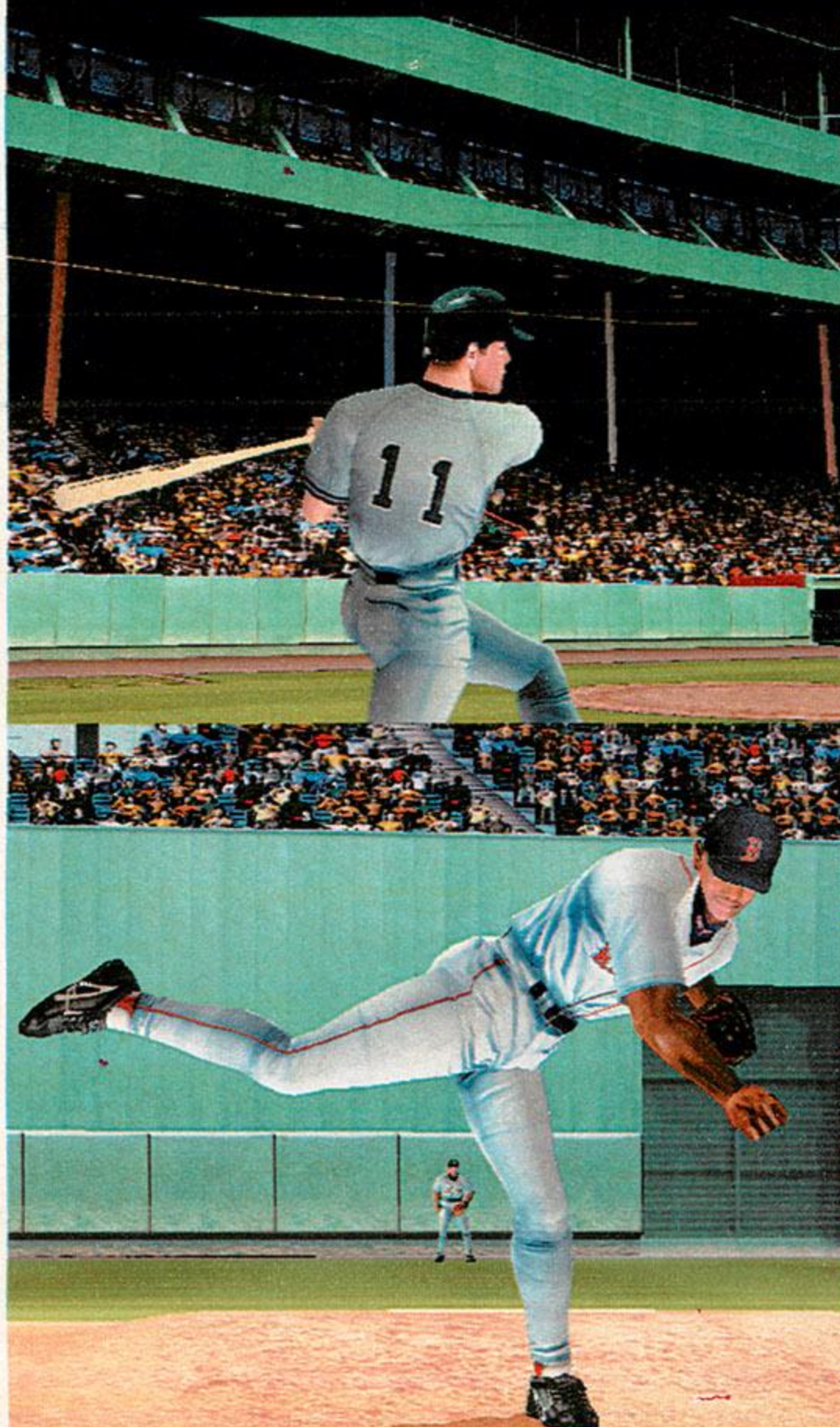
The developer may be called Teeny Weeny Games, but it's working extra hard to make this game huge. The city itself takes 10 minutes to completely drive across.

### THE PITCH

Bad guys are armed, dangerous, and driving away. It's up to you to chase them through city streets and deliver justice.

### THE SCREEN TEST

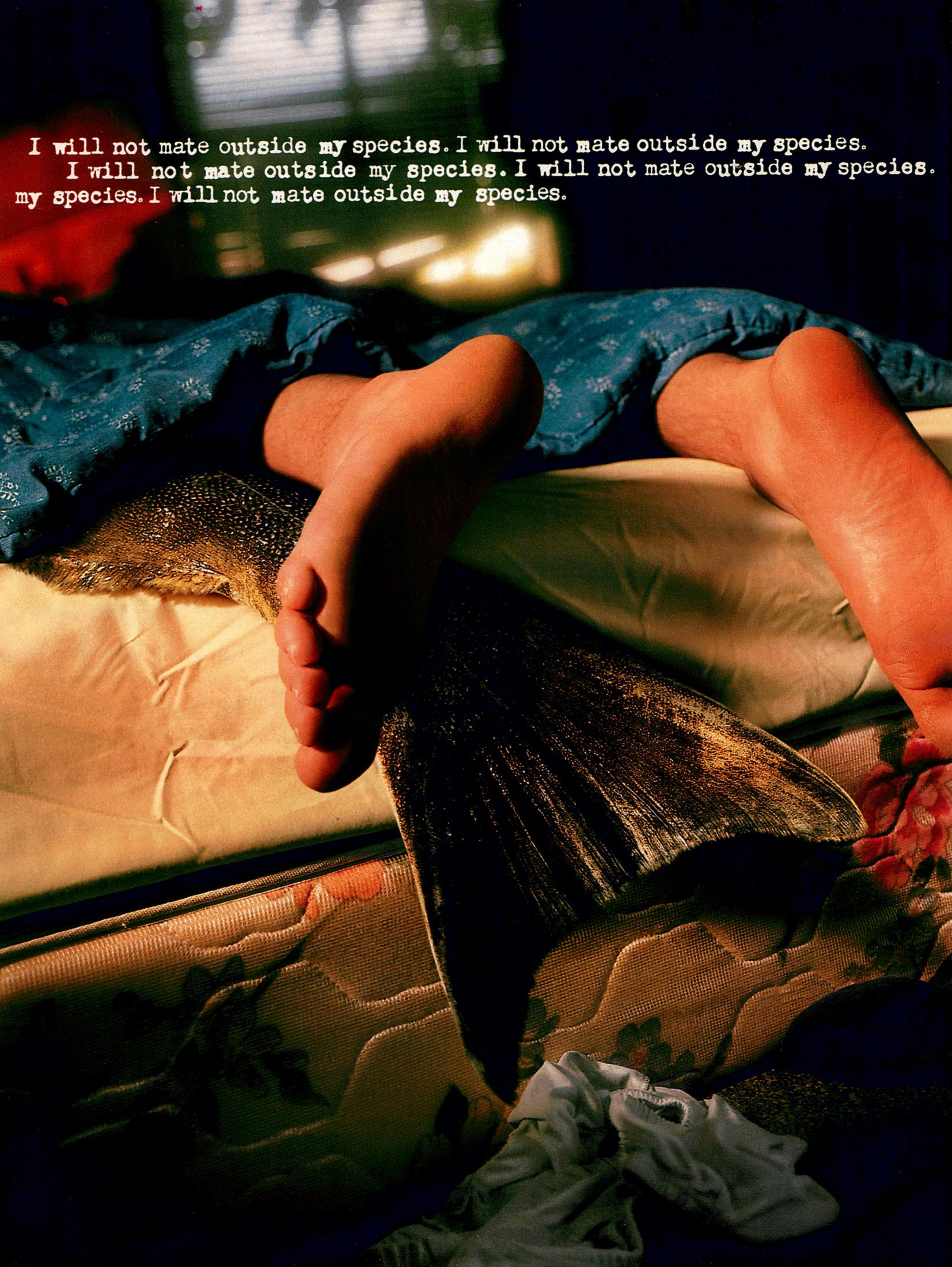
*World's Scariest Police Chases* puts you on the other side of the law. Go ahead, smash up escaping cars. You know you want to.





I will not mate outside my species. I will not mate outside my species.

I will not mate outside my species. I will not mate outside my species.  
my species. I will not mate outside my species.



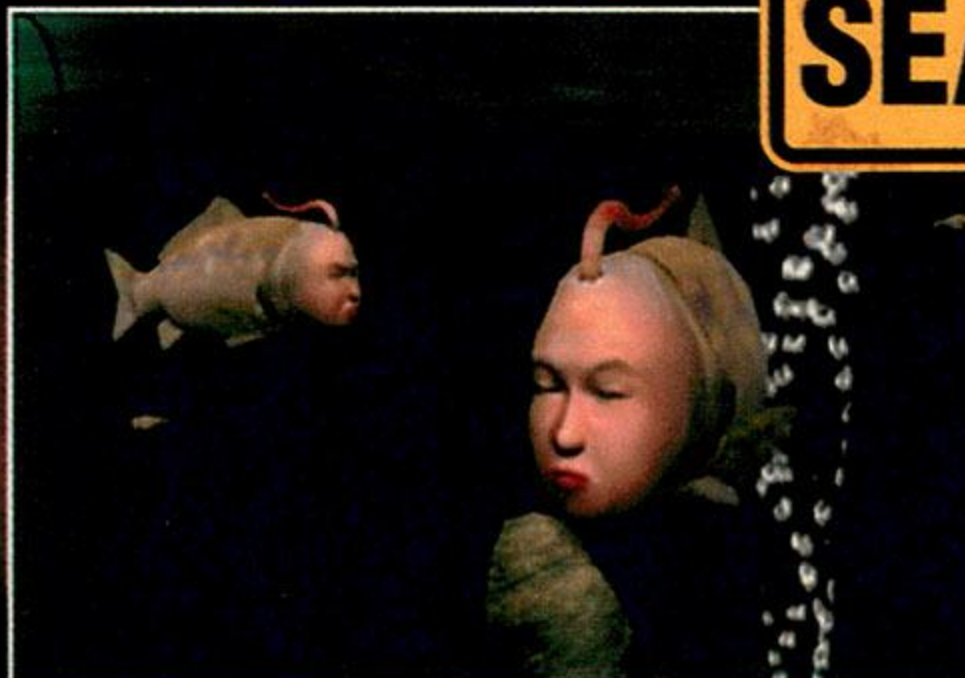


Tough as it is, you must resist. Otherwise, you could end up with something like Seaman on your hands. Oh sure, treat him nicely and he's your buddy. Slack off, though, and he becomes just another verbally abusive mutant. Remember that the next time you feel the urge to fiddle with Mother Nature.

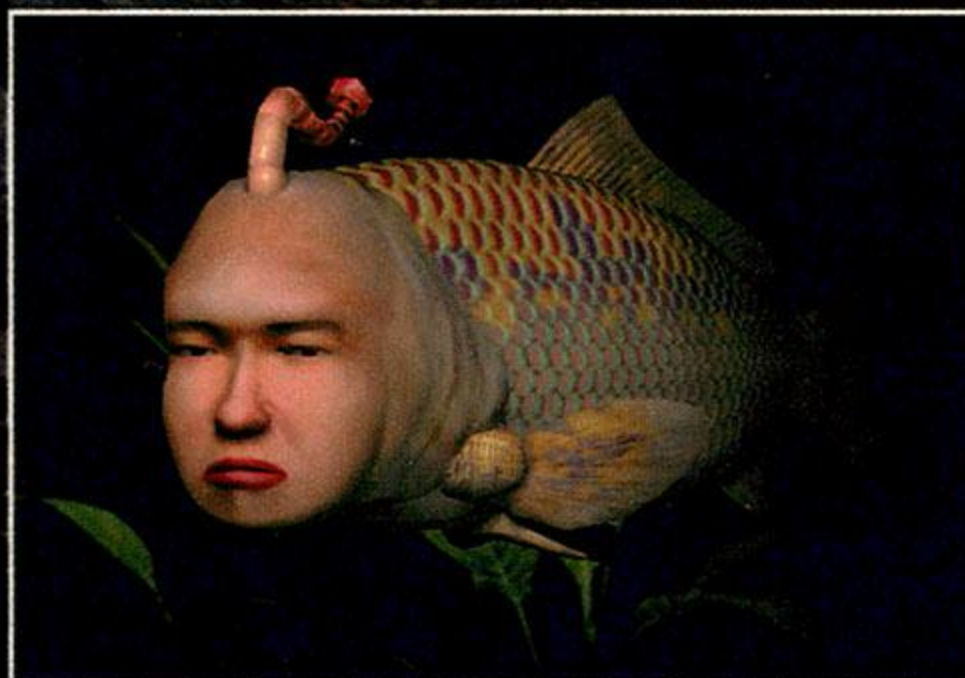
meetseaman.com



**SEAMAN ON LOVE:**  
"Don't make me vomit."



**SEAMAN ON THE 'F' WORD:**  
"I'm too polite to use that word, so I'll just say, 'Bite me, you baboon-faced ass-scratcher.'"



**SEAMAN ON HIS ASTROLOGICAL SIGN:**  
"I need a middle finger to show you."

Sega Dreamcast

SEGA DREAMCAST

IT'S THINKING

COLLECTOR EDITION

DELUXE EDITION

COMPACT EDITION

MINI EDITION

STANDARD EDITION

SEMI-AUTOMATIC EDITION

REAR EDITION

FRONT EDITION

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# Once Bitten, Twice Shy

Buffy Summers and her undead-slaying crew stake out new turf on gaming consoles

■ SYSTEMS Dreamcast, PlayStation ■ PUBLISHER Fox Interactive ■ DEVELOPER The Collective ■ THEME Action/Adventure ■ PLAYERS 1 ■ AVAILABLE Spring 2001

## INSIGHT

**Q. Is this game all about fighting? Can't we all just get along?**

**A.** Well, no, we can't get along with vampires (except Angel, of course), but there's more than undead bashing going on here. You'll also be busy solving a number of mind-bending puzzles.

**Q. Any cool shape-shifting baddies?**

**A.** Definitely. Fox has promised what it calls "real-time morphing," with objects as well as enemies turning into other forms right before your eyes.

**Q. What about all that great dialogue?**

**A.** It couldn't be a *Buffy* game without the trademark wit that makes the show so damn fun to watch.

**When you're the chosen one, all it takes is one bad evening of slaying to suck the life right out of you... literally. That's why adorable little Buffy Summers never has an off night.**

**N**ow it's your turn to step into Buffy's ass-kicking Keds to save Sunnydale and the world from the forces of evil in Fox's upcoming third-person adventure game *Buffy the Vampire Slayer*, based on the hit TV series. Hunt down werewolves, zombies, demons, and (of course) vampires in locales from the show, such as Sunnydale High, The Bronze nightclub, the cemetery, the mall, the library, and even the portal to the underworld, Hellmouth.

As Buffy, depending on your level of experience and power in the game, you can call on special slayer powers such as using martial arts, gymnastics, superjumping, speed, catchy one-liners, and quick healing to fight the good fight against the evil that surrounds your daily (and nightly) life. But, just like the show, there's strength in numbers, so you don't need to go it alone: A familiar posse of smart talking fighters – Willow, Angel, Oz, Xander, Cordelia, and Giles – is around to lend a hand.

To bring a bit more realism to the game, all environments will be destructive, so you'll be able to conveniently smash furniture into instant stakes. Plus, the Dreamcast version will contain a few unique features such as detailed real-time reflections to help you spot enemies (well, maybe not vampires) before they see you. But you'll have to wait a while to vent your adolescent angst; these titles won't hit shelves until early next year.

—Annette Cardwell



**BUFF IS THE STUFF** With legs this long, it's no wonder vampires drool at Buffy's feet.

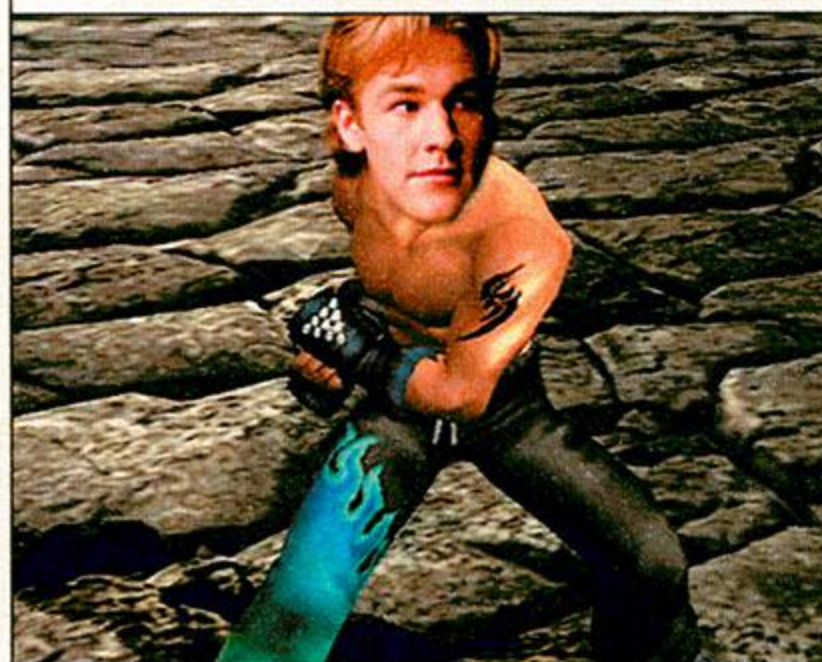
## When Teens Attack

While *Buffy* always seemed the perfect choice to become a video game, there are plenty of other teen TV shows ripe for the picking. Take a look at our suggestions.



### FELICITY'S DORM RAIDER

Relive your favorite *Felicity* fan fiction stories through this role-playing title that stars you as the intrepid Felicity Porter. Your goal: to bed every male cast member. Bonus points if you lose your virginity to Ben, the poor guy you've been stalking since high school. Buy now and receive the Nude code at no extra cost.



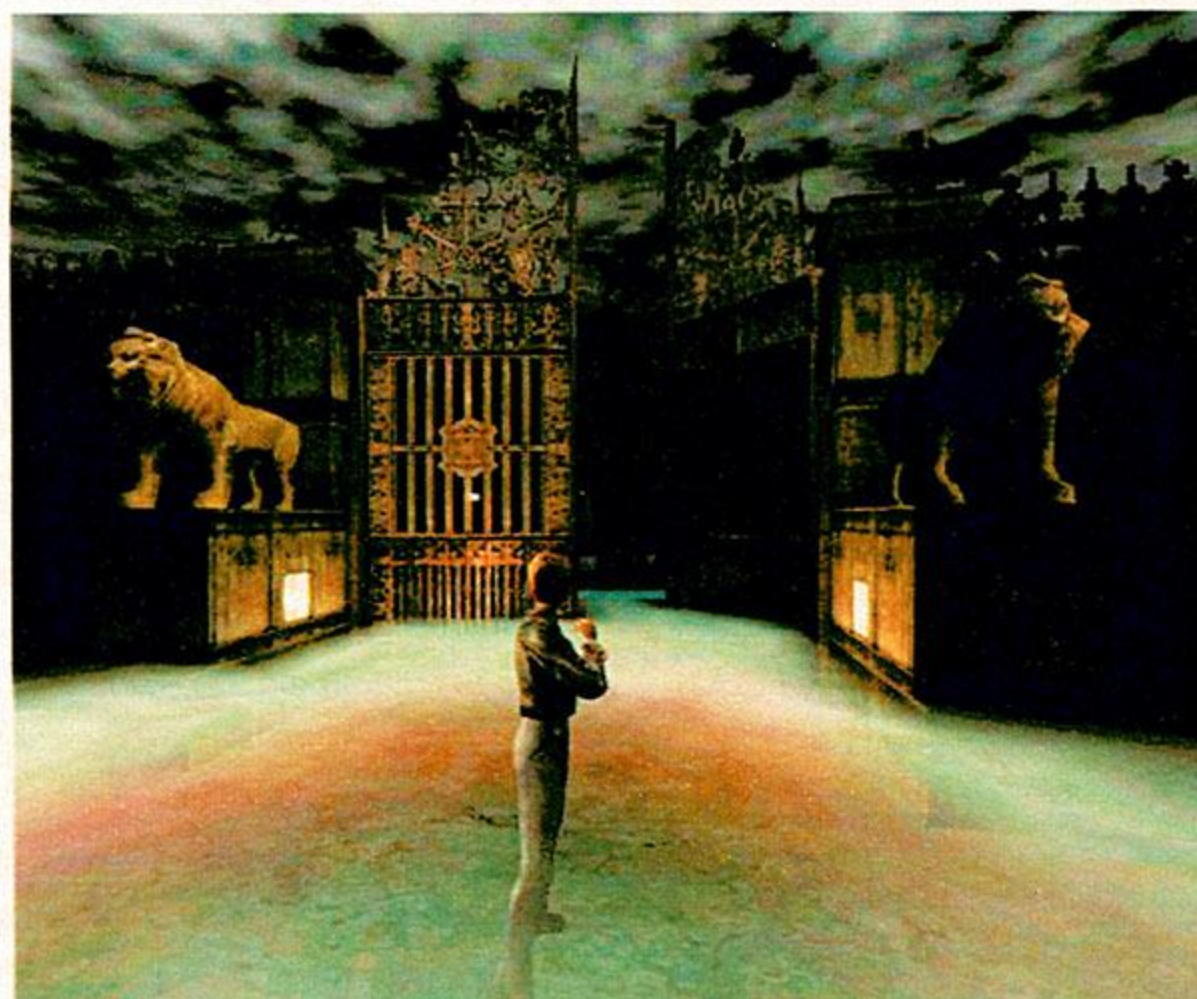
### DAWSON'S TAG TOURNAMENT

If you thought Ralph Macchio was the only teen with crazy martial arts kicking skills, check out the wisecracking, neck-snapping cast of *Dawson's Creek* in this all-new fighting game. Uncover the secret power moves of each whining teen: Dawson's devastating hair whip, Pacey's J. Crew catalog toss, and Jenn's painful hickey attack.



### RESIDENT EVIL: 90120

The cast of *Beverly Hills 90210* may be off the air, but they're not out of commission. Heavily armed and all alone, you've got to survive the terrifying realm of the walking dead and put these showbiz zombies and their sad careers out of their misery once and for all. Look out for final boss Tori Spelling. Hint: Aim for her weak spot, right between the implants.



**GATES OF HELL** Buffy strikes a martial arts pose as she creeps past the gates. If this place doesn't look evil, nothing does.



# The Second Coming

It looks amazing, should be as fun to play as the original, and is only a year and a half off. Oh, Lord...

■ SYSTEM PlayStation 2 ■ PUBLISHER Konami ■ DEVELOPER KCEJ ■ THEME Stealthy action ■ PLAYERS 1 ■ AVAILABLE Winter 2001

## INSIGHT

**Q. Can we expect a strong storyline and lots of voice?**

**A.** Of course!

**Q. Will any familiar faces make a return?**

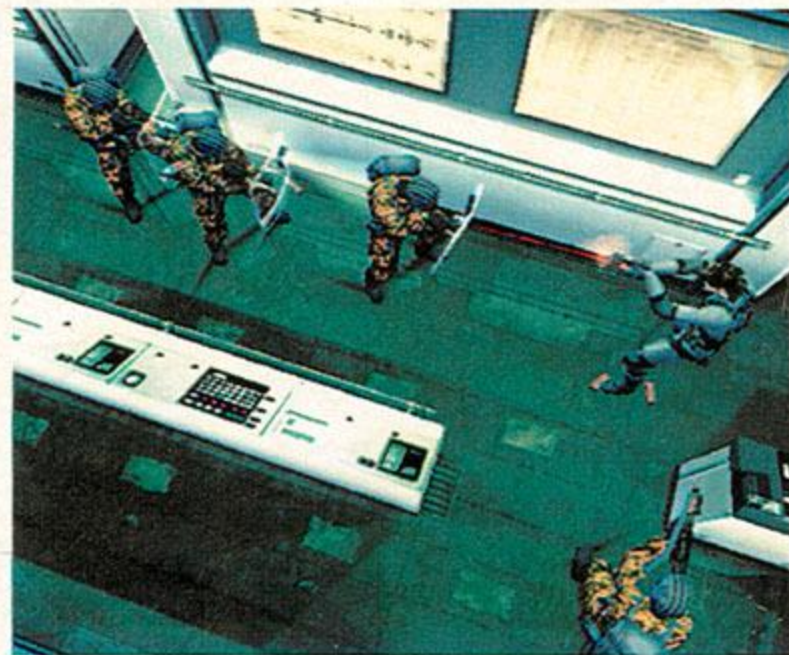
**A.** Revolver Ocelot is the only character from the original game who appeared on the video, but don't be surprised if a few other old friends stop in for a visit.

**Q. What about the cardboard box?**

**A.** What, are you crazy? Of course MGS2 will feature the return of the box. What would a *Metal Gear* game be without our cardboard buddy? In the words of Hideo Kojima, "This game will feature many boxes." Hurrah!

**It takes one hell of a title to be shown only on tape and still be widely considered E3's "Game of the Show." Then again, when it comes to the sequel to one of the greatest PlayStation games ever, any less of a feat would have been a disappointment.**

**S**tarting at noon on the first day of E3, Konami showed the video every hour on the hour. People would start gathering 15 minutes beforehand, and by the time the tape actually played, there was such a huge mass of folks surrounding Konami's booth, you couldn't push your way through it if you wanted. Not that shoving through the crowd even crossed anyone's mind, because as soon as everyone's eyes focused on the huge screen, they were trapped.



**SIMILAR PERSPECTIVE** Gameplay will be from the classic top-down view.



**MAN VS. MACHINE** Solid Snake strategically withdraws from his new mechanical opponent, Metal Gear Ray. Note the rain effects.

Trapped by *Metal Gear Solid 2: Sons of Liberty*.

Everyone knew it was coming – there was no doubt Konami would create a sequel to its smash hit – but nobody could guess exactly how grand it would look. For the nine minutes it took the tape to play from beginning to end, people were just enamored by what they saw. From subtle effects such as the frighteningly realistic falling rain to the pulse-pounding appearance of a very dinosaurlike mechanical foe, *Metal Gear Solid 2* was a thing of beauty.

No one's exactly sure what the plot in the story is yet, although it's known that it has to do with the Metal Gear technology going public (therefore allowing any country to create its own mechanized nuclear-touting monster). And then there's the fact that something very important is being held on a terrorist-infested cargo ship – and Solid Snake has to uncover it.

New gameplay features include the ability to shoot from the first-person viewpoint and bullets that can be ricocheted off walls and floors to hit foes behind objects. Plus, Solid Snake can now hide in lockers or hang off walkways to avoid guards – and this is just a small sample.

The main question is if the game will actually look this good when it ships late next year. Konami swears the video was taken straight off a PS2 development system, and if this is true, the future of Sony's



**EARLY WARNING** Use shadows and reflections to spot oncoming guards.



## Metal Gear Smackdown!

Some English chaps got tired of waiting for government grants to finance their own walking missile launcher.

While these machines might not have quite the size (not to mention the arsenal) of Metal Gear Ray, they are still mighty fearsome on their own. The British TV show *Robot Wars* allows everyday normal folks to vent their aggressions by building robots and pitting them in battles against other contestants' mechanical monsters. It's just like the classic movie of the same name, but on a slightly smaller scale. For more information, check out *Robot Wars'* official Web site at [www.robotwars.co.uk](http://www.robotwars.co.uk).

new machine looks mighty bright indeed. Now all that's left is the waiting – only 17 months and counting...

–Ryan Lockhart



**DEADLY VIEW** First-person mode isn't just for looking around anymore.



# Eve of Destruction

Square's cinematic series is back, with some major changes

■ SYSTEM PlayStation ■ PUBLISHER Square EA ■ DEVELOPER Squaresoft ■ THEME Cinematic adventure ■ PLAYERS 1 ■ AVAILABLE September

## INSIGHT

**Q.** Wait, are you saying there are no RPG elements in the game at all?

**A.** Not really. You can still gain experience points, but that's about it. Square is trying very hard to make this game more into an adventure title than a role-playing one.

**Q.** Will I still be able to upgrade weapons?

**A.** Yes, you'll be able to spend your bounty points to upgrade what you've got, and also to buy new weapons and armor.

**Q.** What about Eve? Will she/it be back?

**A.** Well, this game's about mutated mitochondria, so you can bet on it.

Loosely based on a popular Japanese novel, the first *Parasite Eve* was an awkward attempt to combine a Hollywood movie look and feel with RPG-type gameplay. The results were questionable, to say the least: Gamers either loved or hated Square USA's first (and last) release. For *Parasite Eve 2*, Squaresoft pulled development back into Japan to help the series find its legs, and in doing so has changed the direction of the game drastically. Goodbye, "cinematic RPG"; hello, "cinematic adventure."

**W**hat does this mean to RPG fans then? Unlike the original release, *Parasite Eve 2* has very little to do with role-playing games at all. The turn-based fighting system has been dropped in favor of real-time gun battles, and even though you can still use your magical "parasite energy," the game feels more like a certain survival horror series than anything else - it's easy to see which titles influenced the evolution of this. *Parasite Eve*, with its polygonal characters on prerendered backgrounds, always had a *Resident Evil* look, but now it's got the gameplay to match.



**BIG MOMMA** The first boss gives you an idea of what you'll soon face.

Despite what it might sound like, though, Squaresoft is trying its best to keep the game from being seen simply as a *Resident Evil* clone. Along with giving it a more cinematic feel than Capcom's classic series, the developer has packed it with unique gameplay aspects, such as a bounty-point system to keep players from running away from fights, and visual upgrades, such as backgrounds littered with full-motion video. In an early opening scene the background actually moves as you walk, but unlike with the similar effect seen in games such as *Fear Effect*, this one's FMV backgrounds move at 60fps and are almost totally seamless with the prerendered backdrops.

Speaking of full-motion video, one thing that hasn't changed since the last game is the superhigh-quality cinematics, which will once again help guide players through Aya Brea's newest exploits. Starting three years after the madness in New York, we'll find our cute heroine off to sunny California - now younger and faster, thanks to the effects of the lingering parasite energy that still remains in her body. She'll need her newfound abilities too, as it seems the mitochondria threat isn't quite over yet, which means her latest adventure is just beginning - an adventure you can experience for yourself this September.

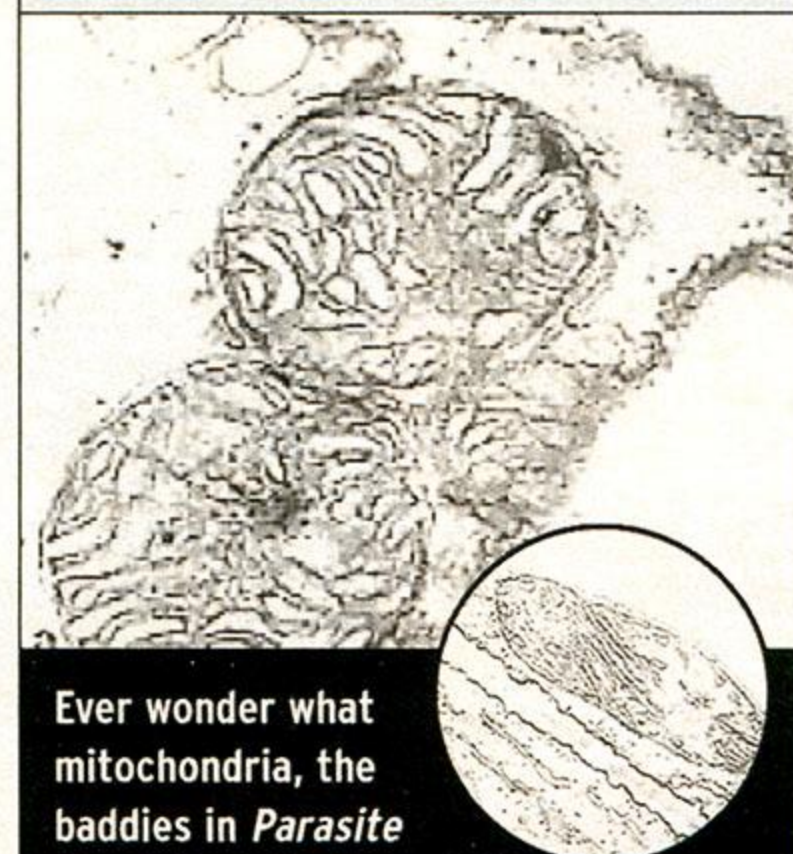
-Ryan Lockhart



**FEEDING TIME** The foes enjoy a good snack of fresh police. Yum!

## Tiny Horror

Mitochondria live in each and every one of us. Does this mean the end is near?



Ever wonder what mitochondria, the baddies in *Parasite Eve 2*, look like in real life? Yeah, us neither - but what the hell.

The true enemies in the *Parasite Eve* series are not the mutated creatures you see running about. Instead, it's what lies in their bodies - and ours. "Mitochondria" isn't a term made up just for this game; it's the name of a symbiotic microorganism that lives, reproduces, and dies within every living creature. These little bacterium-size dudes attach themselves to cells and provide food for their hosts. Unlike those found in the video game, though, the ones in us aren't sentient enough to try to take over. At least, we hope not. There, you've learned something new. Interesting, eh? No? Bah, well, go back to playing games then....



**HELPING HAND** You're simply not up to facing the horror all alone, as this big dude just proved by saving your ass.



# A Time to Kill

Travel through time, meet interesting people, and kill them

■ SYSTEM PlayStation 2 ■ PUBLISHER Eidos Interactive ■ DEVELOPER Free Radical Design ■ THEME First-person shooter ■ PLAYERS 1-4 ■ AVAILABLE October

## INSIGHT

**Q. Does the frame-rate result in a "timesplitting" headache?**

**A.** Even in the split-screen multiplayer modes, the graphics run at a super-smooth 60fps. *Timesplitters* looks to deliver a first-person-shooter experience comparable to the best on the PC.

**Q. Multiplayer? Now you're talking.**

**A.** You'll find every kind of cooperative or competitive scenario, including the likes of deathmatch, Capture the Bag, Escort, and Last Stand.

**Q. But isn't there such a thing as too much killing?**

**A.** No. Not with a simple and intuitive mapmaker that allows you to create and design an endless array of new levels for your personalized shooting delight.

In a dark meeting room amidst the frenetic booths of E3, Eidos introduced Free Radical Design and then proceeded to unveil a first-person shooter that puts *GoldenEye 007* to shame.

There's nothing quite as exotic as traveling through time. But how many of you would really be content with playing the voyeur? For the disparate band of chrono-adventurers in *Timesplitters*, different eras merely serve as thematic backdrops for their unbridled first-person firefights.

But, as always, there's a price to be paid for wantonly disregarding the laws of time. All the shots and explosions of our intrepid time bandits have attracted the unwanted attention of the *Timesplitters* – an evil race of creatures that reside outside of space and time, and whose primary entertainment is manipulating the fate of mankind. The divergent heroes and villains of Earth's past, present, and future must unite to face this threat.

With a varied cast of characters and highly detailed levels based on the unique atmosphere and themes of different eras, *Timesplitters* will have you yearning to earn your



**GIFT BAG OF FRAGS** Grenades make a thoughtful gift when meeting new people.

frequent timer miles. The action promises to be more accessible than that of games like *Unreal Tournament* and *Quake III*, with little to interfere with your bloodlust as you engage in one blastfest after another.

As tempting as it might be to categorize this as just another first-person shooter, the game was one of the most impressive third-party PlayStation 2 games revealed at E3. Free Radical Design is comprised of the principal designers of *GoldenEye 007*, who left Rare to form their own company. Combine this group's design prowess with the PS2's immense technical capabilities and you have a launch title that could be one for the ages.

—Roger Burchill



**BURST-DRESSED** The young urban male of the future dresses for success with maximum firepower, but anyone with such bad fashion sense deserves to be shot.



**MACHINE GUNNED** Converse in the interdimensional language of hot lead.

## Wasted Time

Time travel is a favorite sci-fi theme, but when screwing with the dimensional fabric, try to have a good reason.

### The Final Countdown



**The Method:** The inexplicable phenomena.

**The Reason:** Modern-day aircraft carrier *USS Nimitz* looks to stop World War II.

**The Conundrum:** The *USS Nimitz* materializes just prior to the attack on Pearl Harbor, but is sucked back before F-14s can confront the enemy. Arrgh!

### Peggy Sue Got Married



**The Method:** A bad acid flashback? PMS? You make the call.

**The Reason:** Middle-age loser looks to correct teenage mistakes.

**The Conundrum:** Kathleen Turner hooks up with her future loser husband-to-be again. Way to blow it, Kathy.

### Somewhere in Time



**The Method:** One part self-hypnosis, one part self-delusion.

**The Reason:** True love, or, more accurately, truly pathetic love.

**The Conundrum:** Chris Reeves time travels to score. Superman should've warned himself to avoid horses instead.

### Star Trek IV: The Voyage Home



**The Method:** A slingshot around the sun in a Klingon Bird of Prey.

**The Reason:** Save the whales so they can save the world.

**The Conundrum:** Even with the whales, the aliens would've zapped the earth after discovering Trekkies.

## THE REAL DEAL

How can you time travel if you don't even know what time it is? We suggest you visit [www.watches.com](http://www.watches.com) before it's, uh, too late.



# What's Your Favorite Pie?

If it's not apple or cherry, then check out The People's Champ and his crew in their latest game

■ SYSTEM Dreamcast ■ PUBLISHER THQ ■ DEVELOPER Yukes ■ THEME Pro wrestling ■ PLAYERS 1-4 ■ AVAILABLE August

## INSIGHT

**Q. Will there be any double teams?**

**A.** More than in any other video game. Your partner will even throw you weapons from outside the ring and give you a pound after the two of you pull off a team move.

**Q. Didn't I see this game in arcades?**

**A.** It's true, it's true: *Royal Rumble* is a conversion of a coin-op in which you need to eliminate 100 wrestlers to win the Royal Rumble. You can now play this mode at home.

**Q. Do wrestlers really get run over in the parking lot?**

**A.** Yes, just like Stone Cold. And, like on TV, they never tell you who was driving.

Ask wrestling fans about their favorite Pay-Per-Views and you might be surprised by their answers. Sure, *Wrestlemania* is hyped beyond hysteria and *King of the Ring* turns grapplers into superstars (remember *Austin 3:16*?), but it's the unpredictability and complete chaos of the WWF's *Royal Rumble* that sticks out in most fans' minds as the match they look forward to year after year.

The *Royal Rumble* is also the match best suited for a video game. Why? Because beating the monkey crap out of eight adversaries is always better than choking the piss out of one. And if you don't get that, then you probably don't get the World Wrestling Federation – the craziest male soap opera and stunt show in the world. It's also the league that turned sayings like "suck it," "roll a fatty for this pimp daddy," and "stick it straight up your candy ass!" into money-making madness.

While past titles have tried to mimic the mayhem of typical *Royal Rumble* matches, no game has truly been able to capture the slobber-knocking pandemonium of the 30-man, over-the-top-rope battle royal. The reason for this is simple: In past games you were limited to



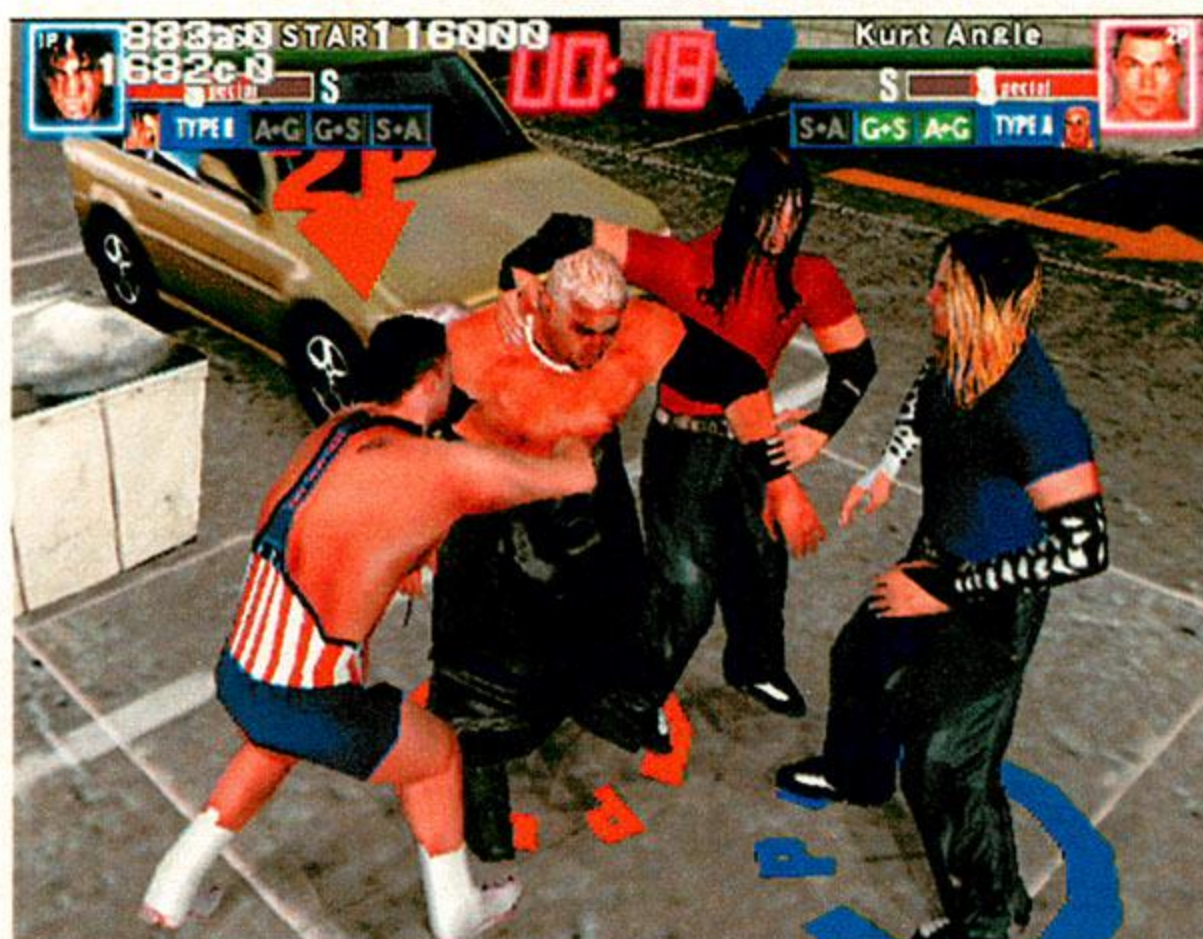
**CLEAN UP, AISLE 6** D'Lo tries to dump Y2J into a shopping cart on stage.

only four wrestlers in the ring at one time. *WWF Royal Rumble*, however, allows nine wrestlers to be in the ring at once, and when that many bodies are getting stunned and choke-slammed, the action storms out of control.

On top of that, battles in Exhibition mode spill outside the ring and all over the arena. Occasionally, you're even left brawling in a parking lot, where you're just as liable to get hit by a passing car as a Tombstone.

The only real drawback is that there are only about 20 wrestlers in the game. (The same wrestlers reappear in the *Royal Rumble* once they've already been eliminated.) And while most of the top names are included, the tag-team scene is a mess. You have Edge but no Christian, Head but no Cheese, and worst of all, no damn Dudleys. Who knows? Maybe they're all hidden. Or maybe the wrestler list will be the one small blemish on an otherwise frantic fight for ring superiority.

—Jon Robinson



**BACK THAT ASS UP** Rikishi prepares to get thrown backward into oncoming traffic by the Hardy Boyz and Kurt Angle.



**SIX SHOOTERS** The Great One prepares a Rock Bottom. Only 98 more to beat.

## Raw Is Shopzone

Sure, you tell friends to come aboard the ho train, but if you really want to act like a WWF superstar, you need the gear.

### Mr. Socko

**\$10.00**



Entertain friends in the hospital with your own puppet show, or jam it down their throats with a Mandible Claw. The choice is yours.

### Rock Elbow Pads

**\$14.99**



The most electrifying move in sports entertainment can be performed only after raising your eyebrow and tossing one of these bad boys into the crowd.

### Kane Mask

**\$8.00**



If your brother burned you and your family alive in your funeral parlor home, you too could cover up the carnage with this stylishly striped Kane mask.

### Stone Cold Beer Mug

**\$10.00**



Feel like another cold Steveweiser? Then go ahead and raise your mug to The Rattlesnake and chug away. Don't forget to flip people the drunken bird.

To find all of these items and more, check out [www.wwf.com](http://www.wwf.com).



# Link in Time

Ever wish you could relive the same day over? If only you had an ocarina. . .

■ SYSTEM Nintendo 64 ■ PUBLISHER Nintendo ■ DEVELOPER Nintendo ■ THEME Adventure ■ PLAYERS 1 ■ AVAILABLE Fall

## INSIGHT

**Q. Why do you have only three days to beat the game?**

**A.** There's a small planet with a big smile bearing down on the world, and touchdown is only a few days away.

**Q. How is someone supposed to stop a falling planet?**

**A.** Well, you'll need to play to find out. It all has something to do with Link's ability to go back in time.

**Q. Wait a sec; time-travel plots never make sense.**

**A.** True. Why didn't the freaking Terminator just go back and kill Sarah when she was a kid? Bah, but I digress. This is a Miyamoto game, and even if it doesn't make perfect sense, it'll still be fun.

Finishing the original Nintendo 64 *Zelda* game was a difficult task – not because the last boss was particularly hard or anything. It had more to do with the fact that we knew this was probably our last adventure with Link for many years. Hell, if you ignore the three upcoming Game Boy releases, all signs pointed to having to wait until the Dolphin was released before we'd be able to explore the lands of Hyrule once again. Thankfully, this wasn't the case.

It's only been a scant year and a half, yet another N64 *Zelda* is almost here – and what a game it's going to be! Now utilizing the 4MB expansion pak, *The Legend of Zelda: Majora's Mask* has upgraded visuals, thanks to higher texture quality and new *Metal Gear Solid*-ish blur effects. Of course, *Zelda* games were never just about the graphics, and this upcoming release truly shines in new gameplay aspects.

The concept behind this latest incarnation is time – or, better yet, the lack thereof. You have only three game days to complete *Majora's Mask*, otherwise known as three hours in the real world. That's right, three hours before the you-



**FLOWER POWER** Link can use flowers to fly short distances.



**LIGHT IT UP** *Majora's Mask* has much-improved lighting effects.

know-what hits the fan and it's game over. Don't worry, though: Nintendo's not that evil, and according to those who've finished the Japanese version, *Majora's Mask* takes just about as long to beat as *Ocarina of Time*.

So what's the catch then? Remember the ocarina in the last *Zelda*? It's back with a dramatic new song, one that allows you to travel back in time to the exact point where you started this new adventure. There's a downside to this new gameplay aspect, though: The friendly townsfolk won't remember your past conversations after the time jump, and you'll have to restart any dungeons you didn't finish exploring. But any major tasks completed will stay that way. True, this restarting-your-adventure feature might seem a bit annoying at first, but it opens up a totally unique gaming experience, something you'll be able to try out for yourself in just a few months.

—Ryan Lockhart



**COLORFUL FOE** This early boss shows off what the expansion pak can do. Look at these graphics!

## Masks of Madness

In this new *Zelda* you'll be able to change into different forms by putting on masks, but there's no reason you need to wait for the game to have some fun.



**ONE-EYED JACK**

**URNS YOU INTO:** A messed-up dude

**GOOD FOR:** Getting out of work early so you can take care of that "small accident" you had at lunch; picking up hot chicks.



**THE CLOWN**

**URNS YOU INTO:** A freaky clown

**GOOD FOR:** Important job interviews; going to church; scaring the crap out of those who had "bad" circus experiences.



**THE WARRIOR**

**URNS YOU INTO:** A Klingon warrior

**GOOD FOR:** Giving you the upper hand in your weekly "Kirk vs. Picard" arguments; letting people know you're still a virgin.

These fine masks (and many others) can be found at:  
[www.screamteam.com](http://www.screamteam.com)



# Ego Trippin'

Duke Nukem and a planet full of babes. Hail to the king, baby!

■ SYSTEM PlayStation ■ PUBLISHER Infogrames ■ DEVELOPER n-Space ■ THEME Action/Adventure ■ PLAYERS 1-2 ■ AVAILABLE Now

## INSIGHT

**Q: Does the game have any multiplayer levels?**

**A:** There are six multiplayer levels, each with secret areas to explore.

**Q: Can you really stuff dollar bills into G-strings?**

**A:** Remember these two things: There is no sex in the champagne room, and no game company has the balls to include stuffing money into strippers' thongs as an option...not yet anyway.

**Q: Does Duke still wear his sunglasses at night?**

**A:** Duke always sports the shades. They're his high-tech operating system. Plus, they enable him to check out the babes on the q.t.

**No video game character struts on screen with as much bravado and controversy as the pistol-popping, strip club-smiling Duke Nukem. Give him a planet of hoochie mommas in distress and see Duke run buck-wild in his latest adventure. Anyone have dollar bills for those G-string rump shakers?**

In *Duke Nukem: Planet of the Babes*, aliens invade Earth and try to eradicate the population of males so they can score with the ladies and activate a hybridization program to link the two species. Some women escape from the alien beds, however, and form the United Babes Resistance (we're not making this up) to free the world from the alien scum and send them back into that great singles bar in the sky.

Unfortunately, the freedom fighters are being wiped out, so as a last resort, they use a time portal to bring the heroic Duke Nukem to the scene. The deal: help the ladies now, or he'll never get laid again...at least not by a woman.

Duke's bullet-riddled adventure features some pretty fierce weaponry and gadgets, including grenade launchers, flamers, jet packs, teleporters, and the hero's new trademark shooter, the golden Desert Eagle. Killing Earth's cocky bad boy tends to be trickier these



**BLONDE AMBITION** "What do you say after I blast some baddies, we get a burger?"



**GREEN MACHINE** Duke shoots his laser while keeping his ego in check.

days, though, as there is no longer a health bar, but an "ego-based health system" where Duke's ego will fluctuate depending on his actions. What this means is still undetermined, as it sounds like

Duke's crushed feelings will hurt him more than enemy bullets. Kind of gives new meaning to the old pickup line, "Please baby, if you don't have sex with me, I could die!"

—Jon Robinson



## Electric Lady Land

**Static-X** brings a little song to *Duke Nukem: Planet of the Babes*. Paul Semel spoke with bassist Tony Campos about the Duke.

**How familiar were you with the Duke Nukem series before you agreed to have a song on *Planet of the Babes*?**

Well, I was familiar with Duke Nukem, though the only one I've played all the way was *Time to Kill*. But I really enjoyed it, so when the opportunity came up I was like, "Yeah. Hell, yeah."

**Have you ever caught yourself saying, "Hail to the king, baby?"**

No [laughs], though there were some lines from the last game that were going around the bus a bit. There was one he said when he blew up an outhouse and then fell into the poop that went around the bus a lot.

**What games are you guys into now?**

Well, almost our entire crew is playing this fishing game *Bass Landing*. I kid you not,

the PlayStation is on 24 hours a day. We have the fishing rod controller, too, and if someone puts it down, someone else picks it up.

**So if the Planet of the Babes played the Planet of the Apes in a Duke Nukem deathmatch, who would win?**

It would depend. If it was one of the soldier apes, the babes would win, but if it was Dr. Zaius, he'd probably win.

**What if it was a game of softball?**

Maybe the babes. I think their bouncing cleavage would throw off the apes. [Laughs.]

**Static-X's new album is called *Wisconsin Death Trip*. For more static, visit [www.incitegames.com](http://www.incitegames.com) or the band's official site, [www.static-x.com](http://www.static-x.com).**



**ALIEN INVASION** With every alien dead, Duke takes another step closer to keeping a planet full of women to himself.

PHOTOGRAPH BY LISA JOHNSON



# Infernal Machine Head

Think you're pretty handy with a bullwhip, cowboy? Let Dr. Jones show you how it's done

■ SYSTEM Nintendo 64 ■ PUBLISHER LucasArts ■ DEVELOPER Factor 5 ■ THEME Action/Adventure ■ PLAYERS 1 ■ AVAILABLE Fall

## INSIGHT

**Q. Are there any chicks in this game?**

**A.** While Indy's heavy-drinking gal pal Marion Ravenwood won't make an appearance, a new lady friend will be on the scene: CIA agent Sophia Hapgood. She tips Indiana off about the Soviets.

**Q. Where, oh where, will Indy go?**

**A.** Over 17 levels, Dr. Jones will hit all the hottest and coldest spots on Earth, from a smoldering volcano to the icy peaks of the Tian Shan Mountain.

**Q. Any carryovers from the films?**

**A.** Outside of the classic *Indiana Jones* wise-ass remarks and standard costume, fans will be treated to the boulder-chase scene from *Raiders of the Lost Ark*.

**Real explorers know that before the tight safari shorts and aqua tank top of Lara Croft, the original tomb raider was – and still is – Dr. Indiana Jones.**

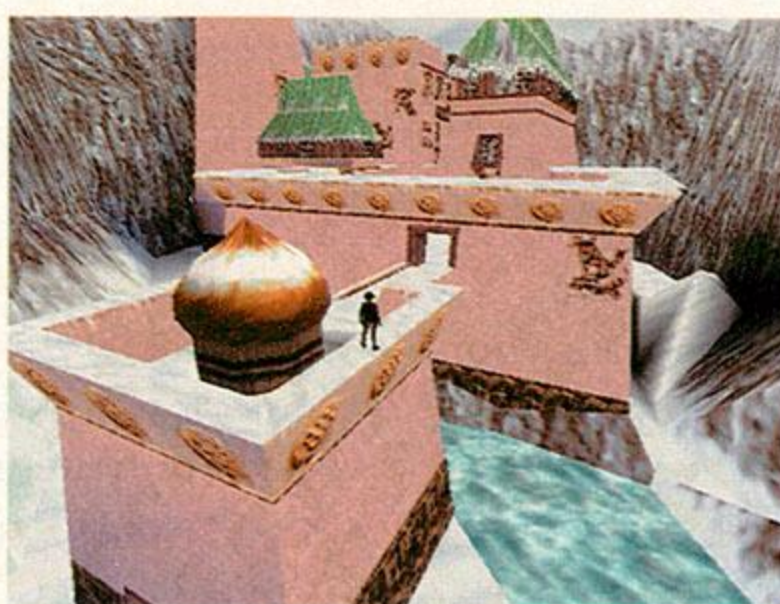
**J**ust as Ms. Croft is set to take her turn on the silver screen in the *Tomb Raider* feature film, Indiana Jones is about to leap onto the next-generation consoles for the first time in a Nintendo 64 version of the PC game *Indiana Jones and the Infernal Machine*.

This time Dr. Jones is on the trail of Soviets who have been busy searching the site of the Tower of Babel for evidence of an ancient machine called the Aetherium, which can open the door to a parallel dimension. Led by physicist Gennadi Volodnikov, the communists are trying to reassemble the machine, but the missing parts have been scattered throughout the far corners of the globe. It's up to you, playing as Indy, of course, to stop them before they spread their communist ways to new dimensions.

Of course, the good doctor will do a fair amount of puzzle solving, block dragging, swinging, crawling, and swimming to reach his goal. He'll also have plenty of weapons to choose from, such as his trusty bullwhip, pistols, grenades, and a bazooka. But the most powerful



**A BRIDGE TOO FAR** If Indy doesn't hustle, he'll be communist roadkill.

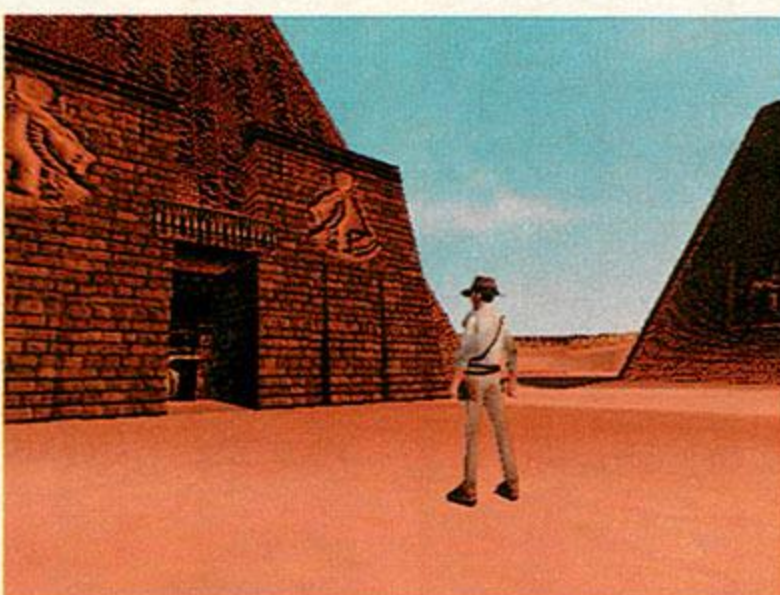


**FAR OUT** Explore the world from camera views that make Indy look like an ant.

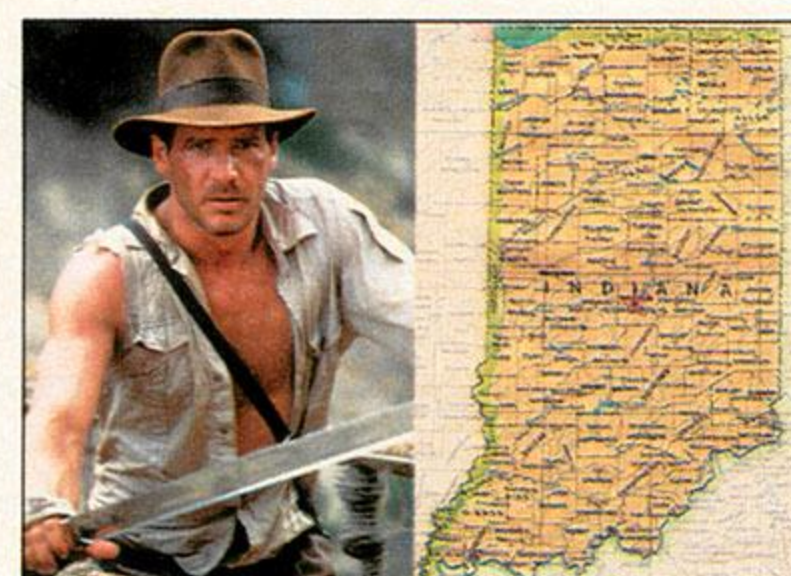
goods are the recovered machine parts, which give Indy special abilities, such as invisibility. To spice things up, he'll take several vehicle adventures, including a wild rapids rafting trip and an off-road jeep chase.

LucasArts promises this N64 version will offer improved controls, graphics, sound, and lighting over last fall's PC edition. With all these enhancements in store, this title may be just enough to keep fans happy until the much-rumored *Indiana Jones IV* is out of preproduction.

—Annette Cardwell



**TOMB RAIDER** Indiana contemplates entering a tomb that might contain snakes.



## Indiana Jones vs. Indiana

What's a hotshot action hero got in common with our country's 19th state?



**INDY:** Cruelly nicknamed after George Lucas' pet dog, Indiana.

**STATE:** Cruelly nicknamed by southerners to mean "ignorant hillbilly."



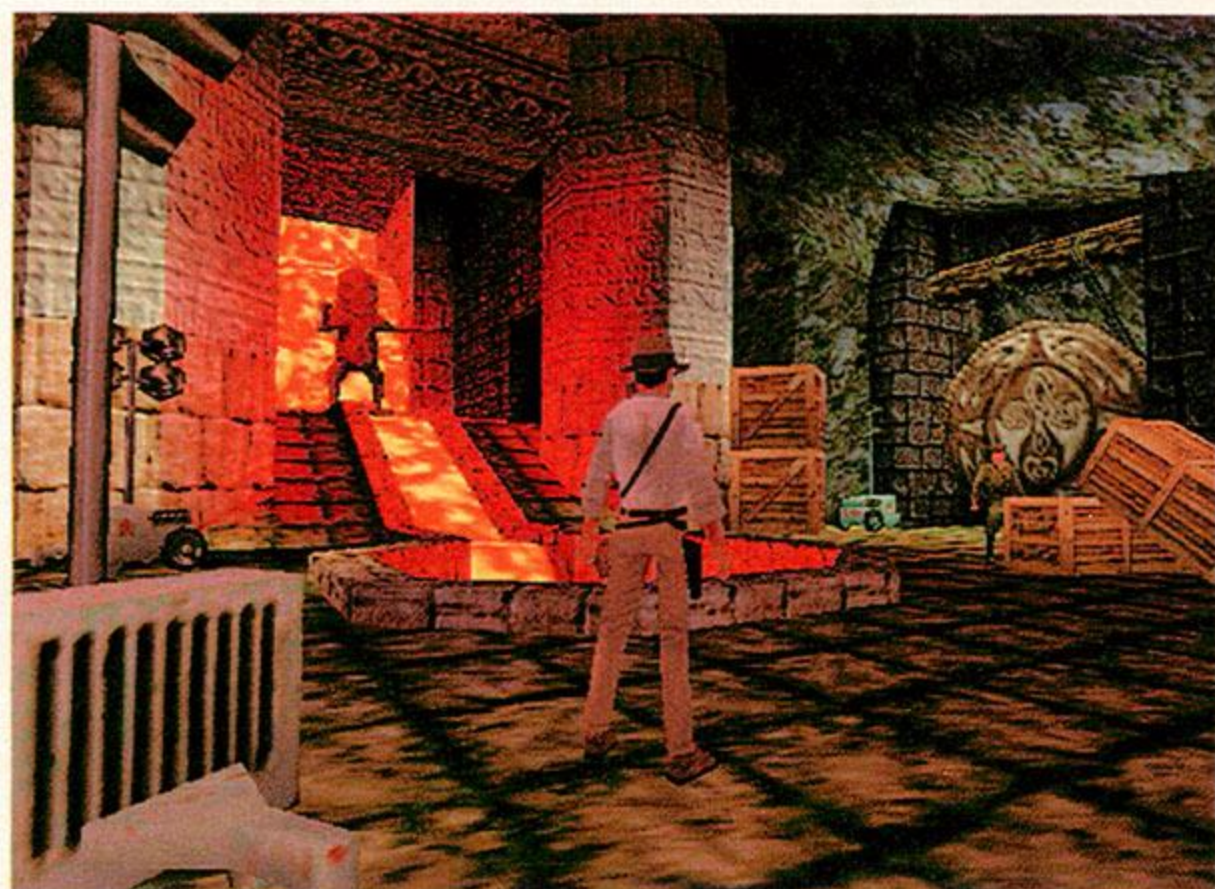
**INDY:** Known for choking enemies with his bullwhip.

**STATE:** Known for choke-happy Indiana University basketball coach Bobby Knight.



**INDY:** Cursed with the need to avoid giant rolling boulders in ancient tombs.

**STATE:** Cursed with shows by ancient rock 'n' roller John Cougar Mellencamp.



**LAVA MAN** With one bullet and two enemies, Indy wonders if he should kill the communist and whip the fire demon, or just run.



# Hell in an Animated Cell

The Simpsons are about to layeth a comic smackdown with their very own wrestling game

■ SYSTEM PlayStation ■ PUBLISHER Fox Interactive ■ DEVELOPER Fox Interactive ■ THEME Wrestling ■ PLAYERS 1-2 ■ AVAILABLE Winter

## INSIGHT

**Q. Who are some of the secret characters?**

**A.** Fox is being tight-lipped about this, but on the E3 show floor we caught a glimpse of contenders such as Grandpa Simpson, Bumblebee Guy, and Comic Book Store Guy.

**Q. How do you unlock the characters?**

**A.** Winning matches will earn you the right to visit bonus stages. Complete these successfully to open up places and faces for use in the two-player mode.

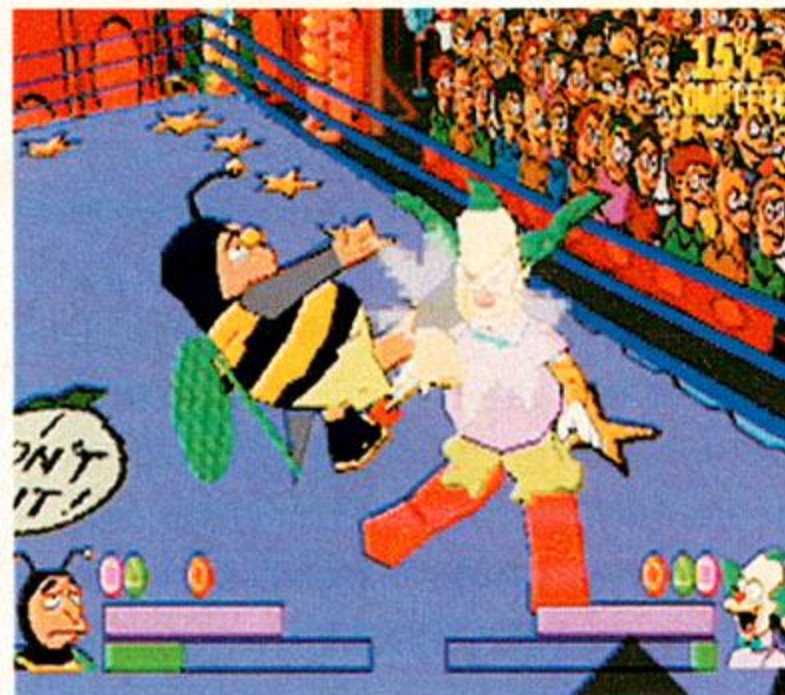
**Q. What about Itchy and Scratchy?**

**A.** While Itchy and Scratchy Land is one of the locations in the game, it's not clear if this warring cat-and-mouse team will actually make an appearance. If they do, expect mayhem.

**A new hotel is about to open up shop in Springfield: the Smackdown Hotel. In its first *Simpsons* game for the PlayStation, Fox brings the entire wacky cartoon crew into the world of sports entertainment in a new professional wrestling game.**

In *Simpsons Wrestling*, you'll assume the role of one of 10 primary characters – Homer, Marge, Bart, Lisa, Maggie, Mr. Burns, Smithers, Apu, Moe, and Flanders. Step into the squared circle in either single-player tournament-style or two-player grudge-match mode and work your way up the ranks to become Champion of Springfield.

On top of the great hardcore wrestling gameplay, you'll get a hefty helping of classic *Simpsons* humor. Characters blurt out more than 240 verbal taunts, from Bart's "Eat my shorts!" to Homer's straightforward "D'oh!" and each has his or her own signature move, like Bart's Wedgie and Barney's toxic Duff Cloud Burp. Also, all matches take place in familiar Springfield venues, such as the Simpsons' living room, Krusty Lu Studios, and the Kwik-E-Mart. As



**STING LIKE A...** Bumblebee Guy shows Krusty how they do it south of the border.

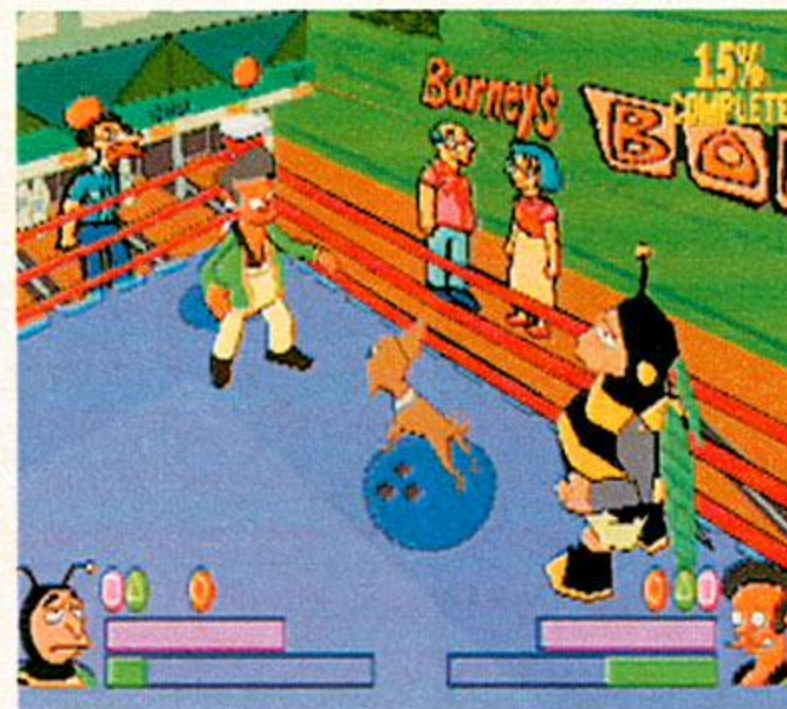
you progress through the game, you'll be able to unlock hidden characters and locales.

To really get ahead, take advantage of power-ups (mmm... chocolate doughnuts) to increase speed or bowling pins that can be used as clubs. In the end you could be the reigning "champeen." Move over, *Bonestorm!* Woo-hoo!

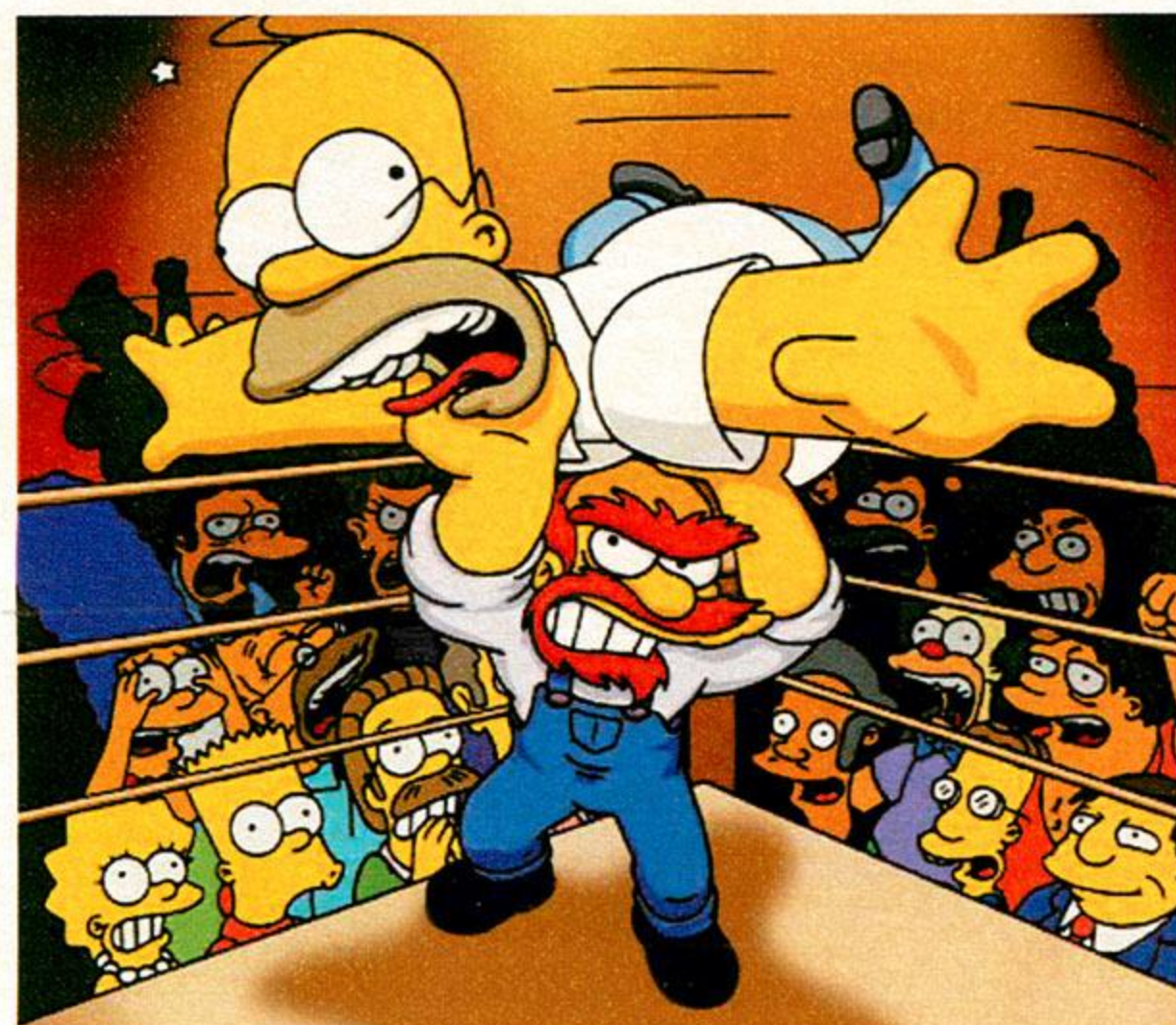
—Annette Cardwell



**REPEATIN' OFFENDER** Barney's got a burp on him that would kill a normal man.



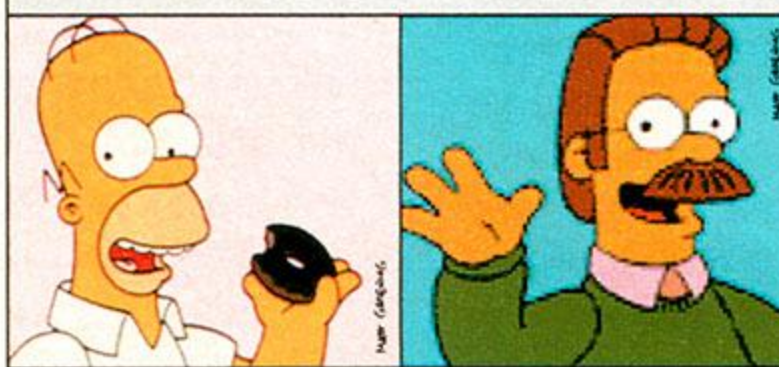
**RUDE DOG** Apu's about to be savaged by Bumblebee Guy's chihuahua.



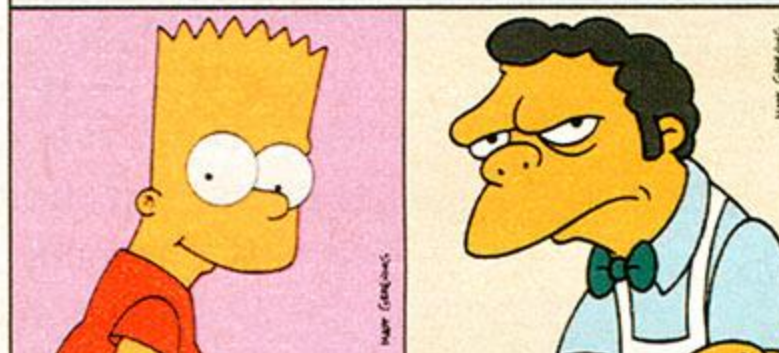
**HOMER'S GOT THE SPINS** Groundskeeper Willy is bound to be a terror in the ring – especially if he greases himself up.

## The Main Event

Professional wrestling is all about the rivalries, so why not *Simpsons Wrestling*? Here, our bets for the big matchups.



**HOMER VS. NED FLANDERS** – After years of "borrowing" household items, Homer inadvertently caused the death of Ned's beloved wife, Maude. That's when, as Ned would put it, the "doo-doo" hit the fan.  
**WINNER:** Pound for pound, Homer's bigger than Ned, but Flanders' bodybuilder's physique would put Homer's lard ass to shame.



**BART VS. MOE** – After hundreds of prank phone calls to Moe's Tavern looking for the likes of Al Coholic, Mike Rotch, and Seymour Butz, Moe finally figured out it was Bart on the other end of the line.  
**WINNER:** "Kid Moe" Syzlack's best days are behind him, and he knows it. Smart money's on young, hungry Bart.



**PATTY & SELMA VS. BOB & KRUSTY** – Bob made two very big enemies when he tried to off wife Selma – attempted murder can leave a woman really bitter. Krusty's just along for the ride.  
**WINNER:** Hell hath no fury like a woman scorned, and these chicks have their share of scorn. With Krusty likely to flake on him, Sideshow doesn't stand a chance.



# Let's Get Nuts

We always suspected there was a darker side to those cute Nintendo characters

■ SYSTEM Nintendo 64 ■ PUBLISHER Nintendo ■ DEVELOPER Rare ■ THEME Wacky squirrel action/adventure ■ PLAYERS 1-4 ■ AVAILABLE December

## INSIGHT

**Q. A mature-themed mascot video game?**

**A.** Ignore the cute cartoon bit; there's nothing politically correct about this squirrel.

**Q. Oh, c'mon. He can't be that bad.**

**A.** One level has Conker battling flaming demons with his beer-fueled urine.

**Q. Sounds like a new twist for Nintendo.**

**A.** There are no plumbers or monkeys in here – a positive for a potential new legion of fans.

Once upon a time, Conker gave every indication he was going to join the ranks of Nintendo's irresistible and innocuous mascots. But something went wrong – very, very wrong.

Irreverent and "sarcastic" aren't exactly terms you normally associate with Nintendo 64 games. But Rare has apparently decided cute, cuddly mascots are a dime a dozen in the world of Nintendo, and that it's about time one of them finally lost it.

Conker actually made his first appearance a couple E3s ago in a game called *Conker's Quest*, which looked suspiciously like *Banjo Kazooie* with a squirrel. It was subsequently retitled *Twelve Tales: Conker 64*, and not much was heard of the game as it proceeded through development and missed release dates. Finally, this year's E3 introduced a new and improved Conker, who drinks like an Alcoholics Anonymous candidate and solves disputes with automatic weapons. *Twelve Tales*? A 12-step program is more like it!



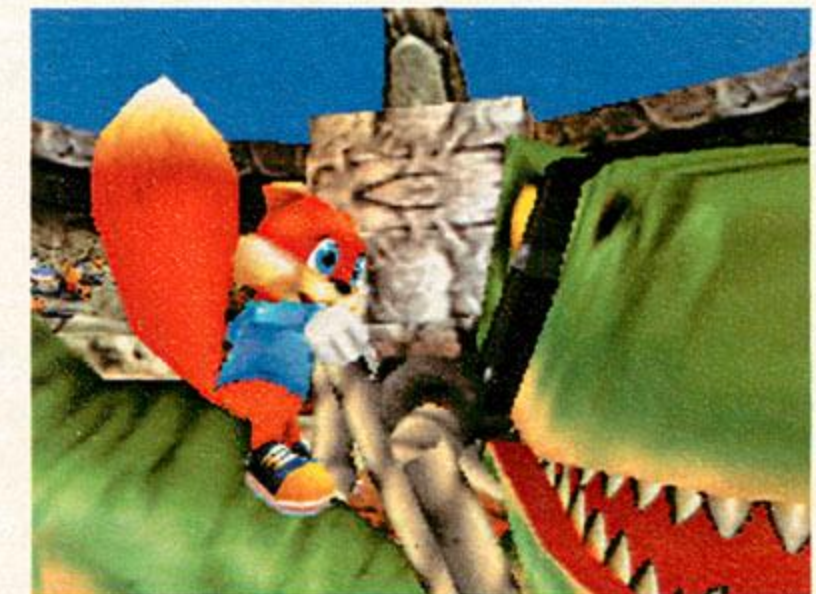
**FACE-OFF** The downside of Conker's facial expressions? He'll never win a poker hand.

Conker embarks on his adventure wielding a frying pan and a hangover, with the promise that he is about to experience the worst day of his life. Cinematic cut-scenes and Conker's amazing array of facial expressions communicate the pain, pleasure, and frustration surrounding his nutty day from hell. And if his conflict-ridden existence isn't enough for you, multiplayer deathmatch and team games will dole out additional rodent-style punishment with extreme prejudice.

Yes, this is a "mascot with attitude" game, but in what may be a revolutionary step for a Nintendo-published title, the attitude is a bad



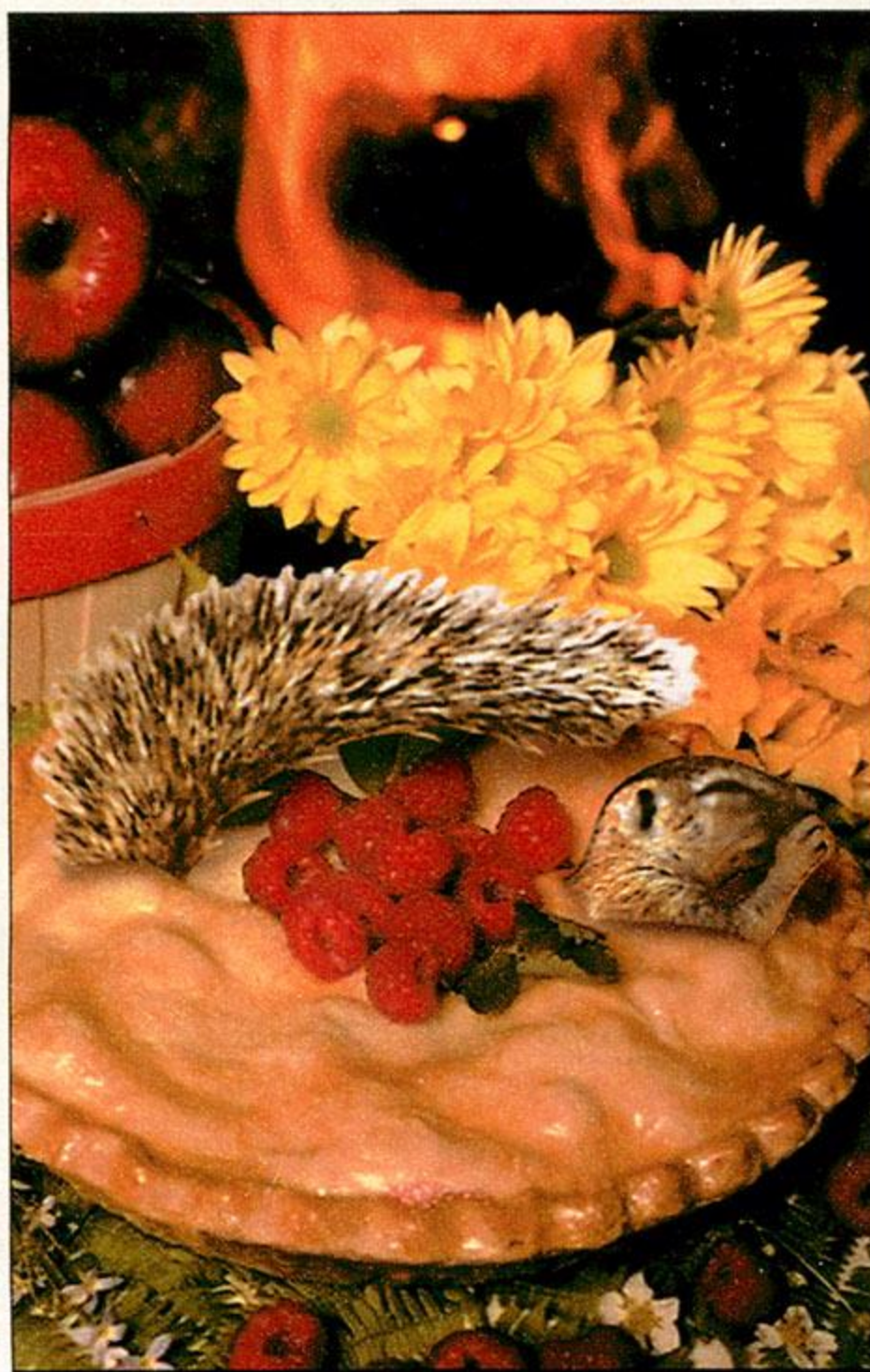
**CUTE KILLS** It's always the cute, quiet ones who end up mowing down people.



**CONKERING HERO** When dinosaurs – and squirrels, apparently – ruled the planet.

one. What's next? Will Sega have to counter with *Sonic's Rehab Adventures at the Betty Ford Clinic*? We can hardly wait!

–Roger Burchill



## Just Desserts

Sometimes a bad fur day just gets worse. But, in case the unspeakable does occur, here's an *incite Video Gaming* suggestion for Conker's final resting place.

### Squirrel Cobbler\*

2 squirrels, cut into pieces  
2 cups water  
2 cups white wine  
1 bay leaf

3 carrots sliced  
2 onions sliced  
3 cloves  
2 1/3 cups Bisquick  
5 Tb. butter

5 Tb. flour  
1/2 cup milk  
1 tsp. Worcestershire sauce  
Salt and pepper to taste  
Thyme to taste

1 cup heavy cream  
12 baby onions  
1-2 Tb. melted butter

### Directions

1. Put squirrel pieces, water, white wine, bay leaf, onion, and cloves in a saucepan. Bring ingredients to boil, cover, and simmer for an hour.
2. Remove squirrel pieces and set aside. Strain liquid and set aside. Save vegetables but remove cloves and bay leaf. Cut squirrel into 1-inch chunks. Make Bisquick shortcake dough ball according to directions. Leave out the sugar.
3. Heat the butter and flour in a saucepan. Stir in

- milk, squirrel broth, and Worcestershire sauce. Cook slowly until broth thickens.
4. Stir in salt, pepper, and thyme. Finally, add the cream and heat the concoction, but do not boil.
  5. Layer sauce, meat and carrots in a casserole dish. Add the small onions. Add remaining sauce.
  6. Knead dough crust and pat it out larger than your dish. Lay atop ingredients and brush with butter. Bake 30 minutes at 450 degrees or until crust is brown.

\*This recipe is one of many tasty treats listed at [www.wildgamerecipes.com/](http://www.wildgamerecipes.com/). Although this cobbler is allegedly palatable, we take no responsibility for ingesting this concoction, and wouldn't be surprised if you got indigestion, coughed up a fur ball, acquired rabies, or worse. *Bon appetit!*



# Kicking

From movies to TV to video games, **Bruce Campbell** has stuck his chainsaw into just about everything. Ryan Lockhart has a chat with the master of wit.

**M**any would consider Bruce Campbell a legendary actor. No, he's never won an Academy Award, nor has he ever been in a chart-topping movie, but he's arguably got more wit and charisma than the rest of Hollywood combined. Plus, he does voice work for video games, which also makes him pretty damn cool.

***Evil Dead: Hail to the King* is not the first game you've done voice acting for. But unlike past voice work, you have a closer tie with the character you're representing in this. Does that make the work more enjoyable?**

Oh, it makes it way more fun. More fun and way easier. You have a better idea of what the character would or wouldn't do, what he would and wouldn't say. It's also easier to give your own input. Overall, though, this team did a great job of capturing the essence of the movies. This game is *Evil Dead 4*.

**So, on to the most important question. What about the catchphrases? Will all the classic ones be in there?**

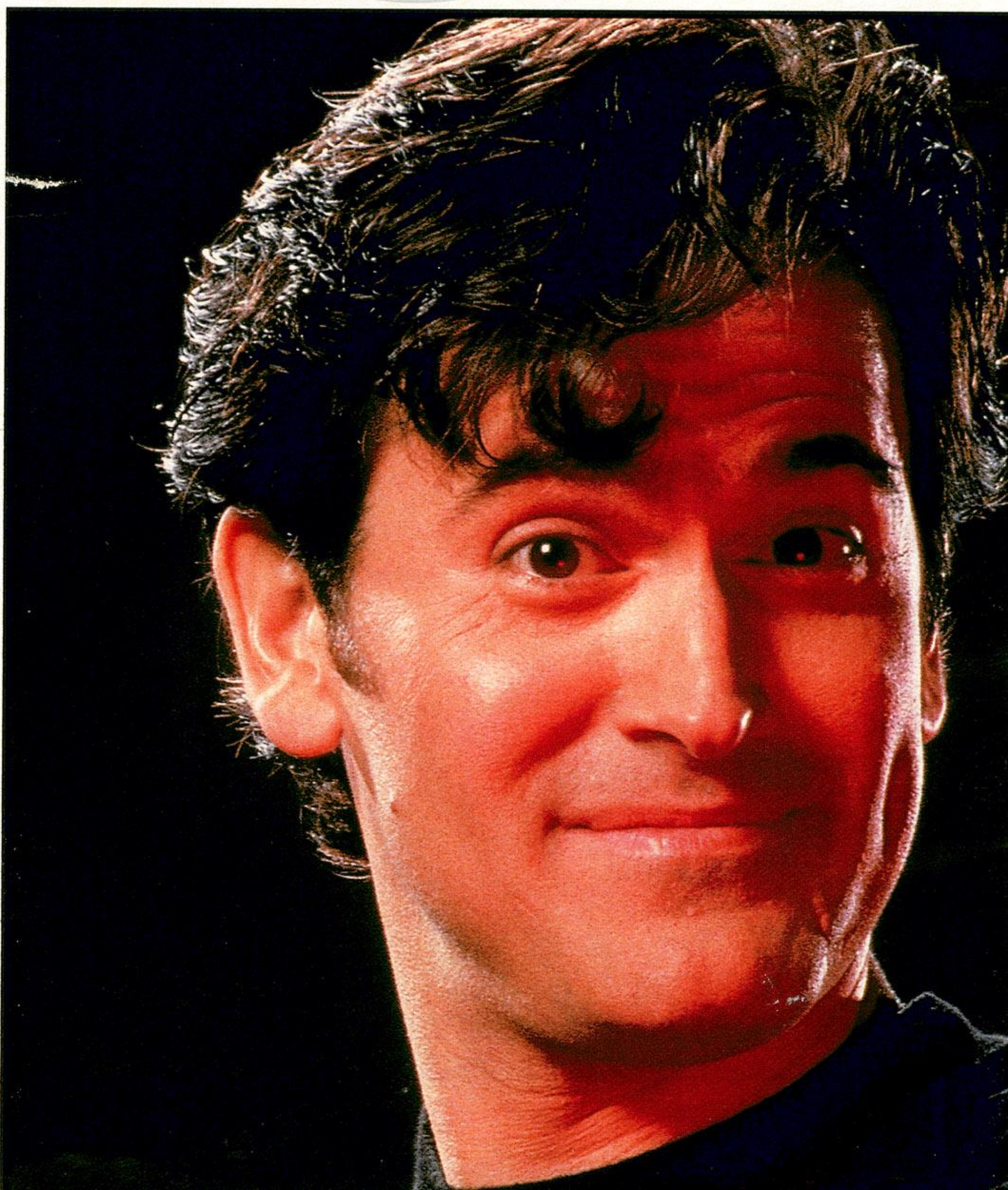
Sure, all the familiar phrases will be there. Everything from "Groovy" to "Give me some sugar, baby."

**Any new ones?**

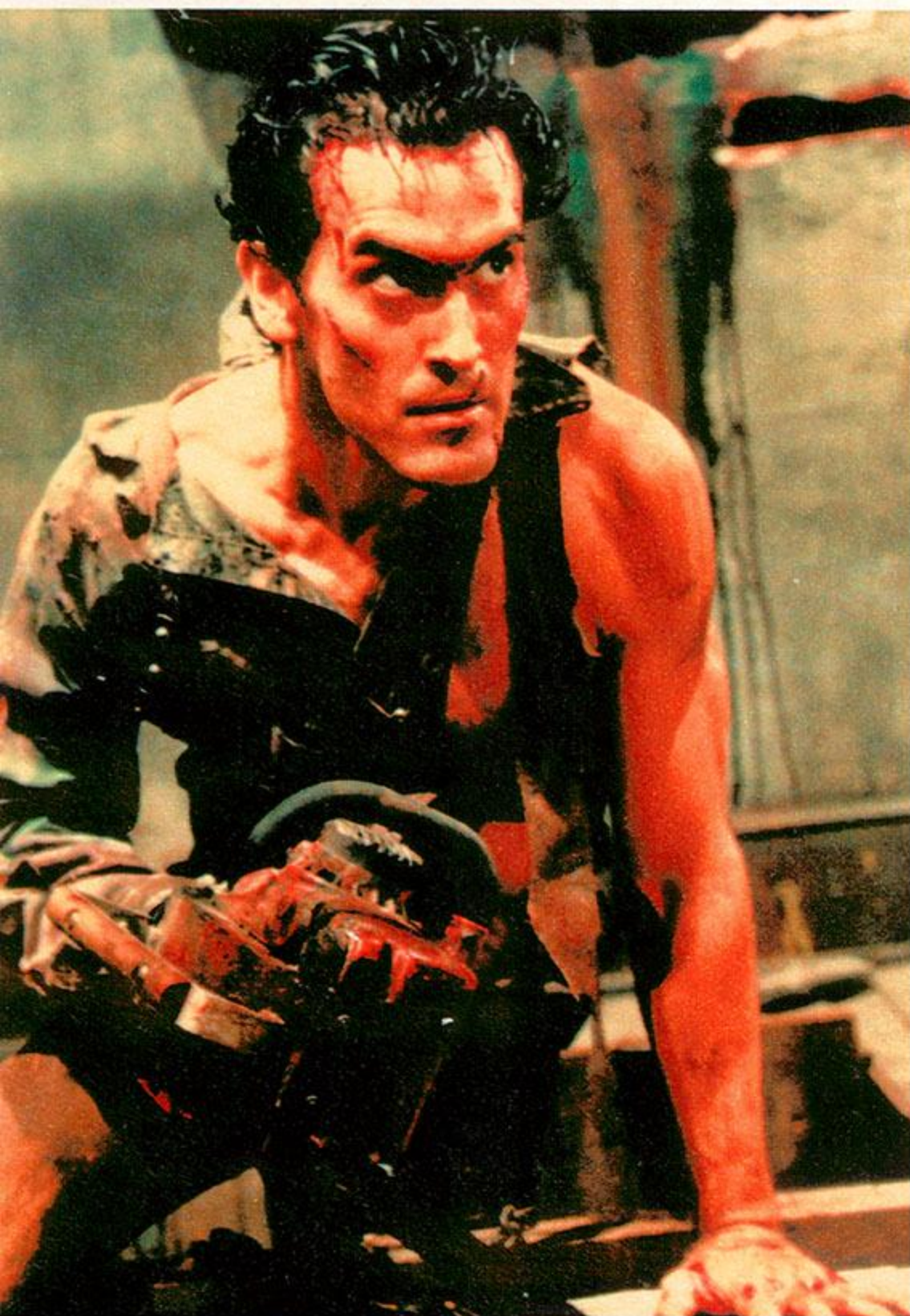
Hah, there will be dozens of new catchphrases! What, are you crazy or something? When you play for 50 hours straight, you have to hear some new ones. You have to have some little surprises.

**How much voice did you actually record?**

I haven't done anything yet, but I'm sure I'll be doing heaps of it. I'll be doing my one-liners, story stuff, fight stuff, the







**Name:** Bruce Campbell  
**Age:** 42-ish.  
**Occupation:** Actor  
**Movies:** *Evil Dead*, *Evil Dead 2*, *Army of Darkness*  
**Video games:** *Broken Helix*, *Tachyon: The Fringe*  
**Television:** *Brisco County Jr.*, *Jack of All Trades*, *Xena: Warrior Princess*

**"I just take roles as they come, baby. Wishing for parts is like living in a dream world."**

whole deal. I'm not going to stop in the recording booth, go "Blah, blah, blah" for an hour and then leave. I'm giving this game the full treatment. Even after the first load, I'll be coming back a few times to give more voice as the game evolves.

**Do you actually play games?**

Naw, but my son does.

**It must be cool for him to have a father who does game voices then.**

Heh, if the game sucks he doesn't care; I mean, I can only help so much. I do know that this game will hold his interest, though, because he likes games where you can fight stuff. He just loves beating the s— out of things. So now he can do it and hear a familiar voice.

**Did you do anything else besides voice acting? Did you help the game staff out in other ways?**

No, no. It's their baby. I just sit around and complain a little bit. Not that there's much to complain about so far.

**I noticed some classic scenes from the movies while playing: the old cabin, the destroyed bridge, the workshed.**

Yeah! You've got to have the workshed. . . . It's a great scenario; it's got enough of the old stuff to keep the fans happy and plenty of new stuff so it won't bore you to tears. Plus, it gives you areas that you never really got to see in the movie.

**The version we played has only one monster. How many will the final game have?**

Hey, that's just Mr. Demo! The final game will have 19 more of those bad boys.

**Well, then we have to ask: Will the hand return? We never actually saw it die. . . .**

Maybe it is, and maybe it isn't. You'll just have to wait and see.

**You seem to be enjoying voice acting in games, but are there any new TV or movie roles you'd like to play?**

Nope, I just take roles as they come, baby. Wishing for parts is like living in a dream world. I am an actor, but I live in the world of reality. There's some stuff I'll never be able to play that I don't bother thinking about, so the trick is just to make the best out of each thing you do.

**That's true, but you're very unique. No one else can really play the roles you do.**

Yeah, that's true. It's me on a good day, me on a bad day, me being nice. . . it's all just me. But every actor is like that; if you see Dustin Hoffman do five roles, you kind of "get" him. In a way I'm hurt — when I saw the first thing he was in I was amazed, it was really fresh and new, then I saw him in two other movies and I got it. No matter what they play, it's always going to be "that person." They can never disappear into someone else; I think that's

such a crock. Actors are actors, but everything's from that person's perspective, that person's point of view. Like William Holden, my favorite actor, he's just William Holden. Each actor has his or her own persona.

**Kind of like Ash?**

Right, kind of like Ash. Only Ash gets a little more pissed than William Holden.

**So, back to *Evil Dead*. Is this it for the movies?**

What are you talking about? This is the new *Evil Dead* right here!

**That's what I meant. Will the series be going fully interactive?**


Well, to do another movie you have to get enough interest from studios to finance it. The problem is the studio executives are all 24-year-olds that don't even remember *Evil Dead*.

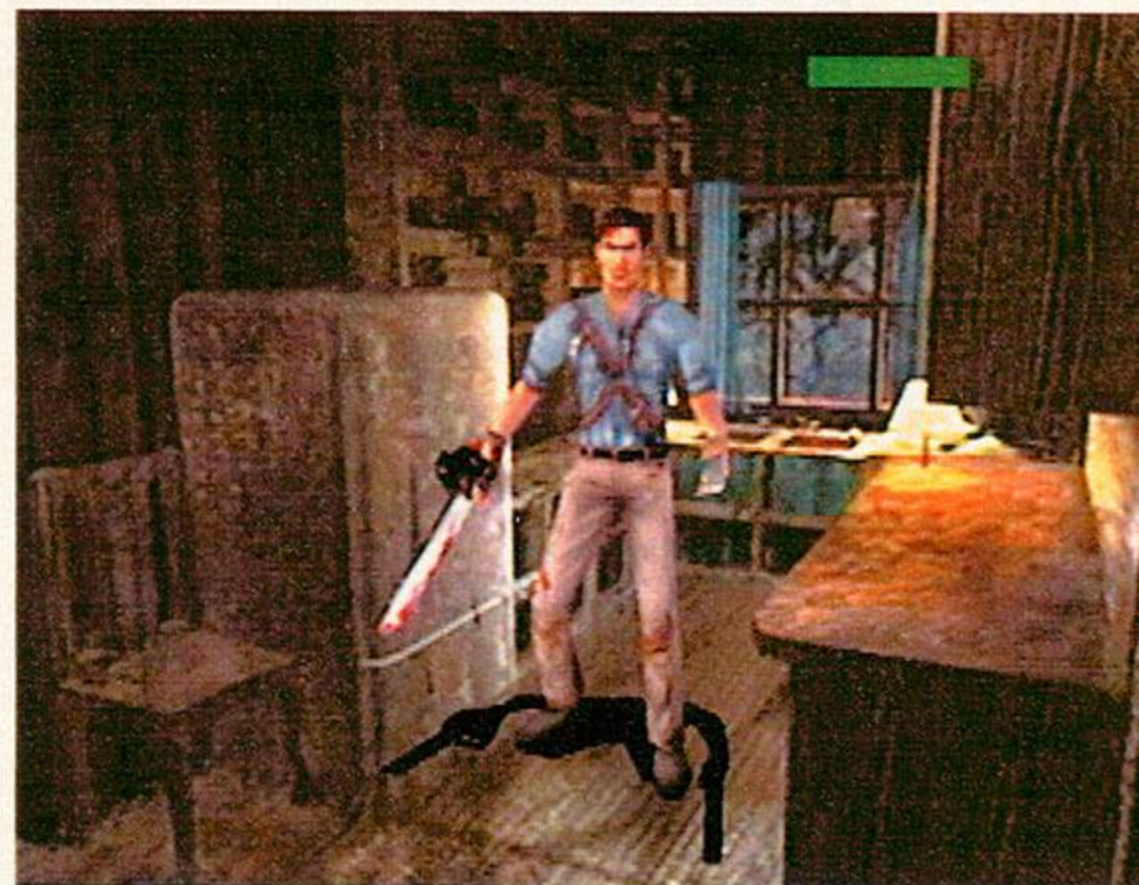
**I resent that!**

Well, you're not a studio head. . . . It's almost like we skipped a generation or something. The movies seem to have a stronger afterlife than they do initially. Like *Army of Darkness* didn't do that well at the box office, but they can't keep the DVDs on the shelves. There's something like 87 different versions of it. The fans love it.

**How does it feel being an actor who has this loyal a fan base?**

Oh, I love it. I'm getting letters now from second-generation fans, from people who are children of original fans. They're finally seeing a movie now on DVD that their parents saw in a drive-in theater back in 1983.

**Do you see yourself in future *Evil Dead* games?** Absolutely! Well, I'll do whatever the fans want. If they demand another *Evil Dead* game, I'll be there. See, now fans can be Ash. They don't have to watch him on the screen; they can be him. And what could be better than that? 



**KILLER KITCHEN** Fans of the movie will remember this as the place Ash had his little "fit."

BOTTOM PHOTOGRAPH BY RON GROEPER/SHOOTING STAR



# QUICK-LOOK PREVIEWS

**Army Men Air Attack 2: "There's always a reason to continue the plastic carnage."**

## Cool Boarders 2001

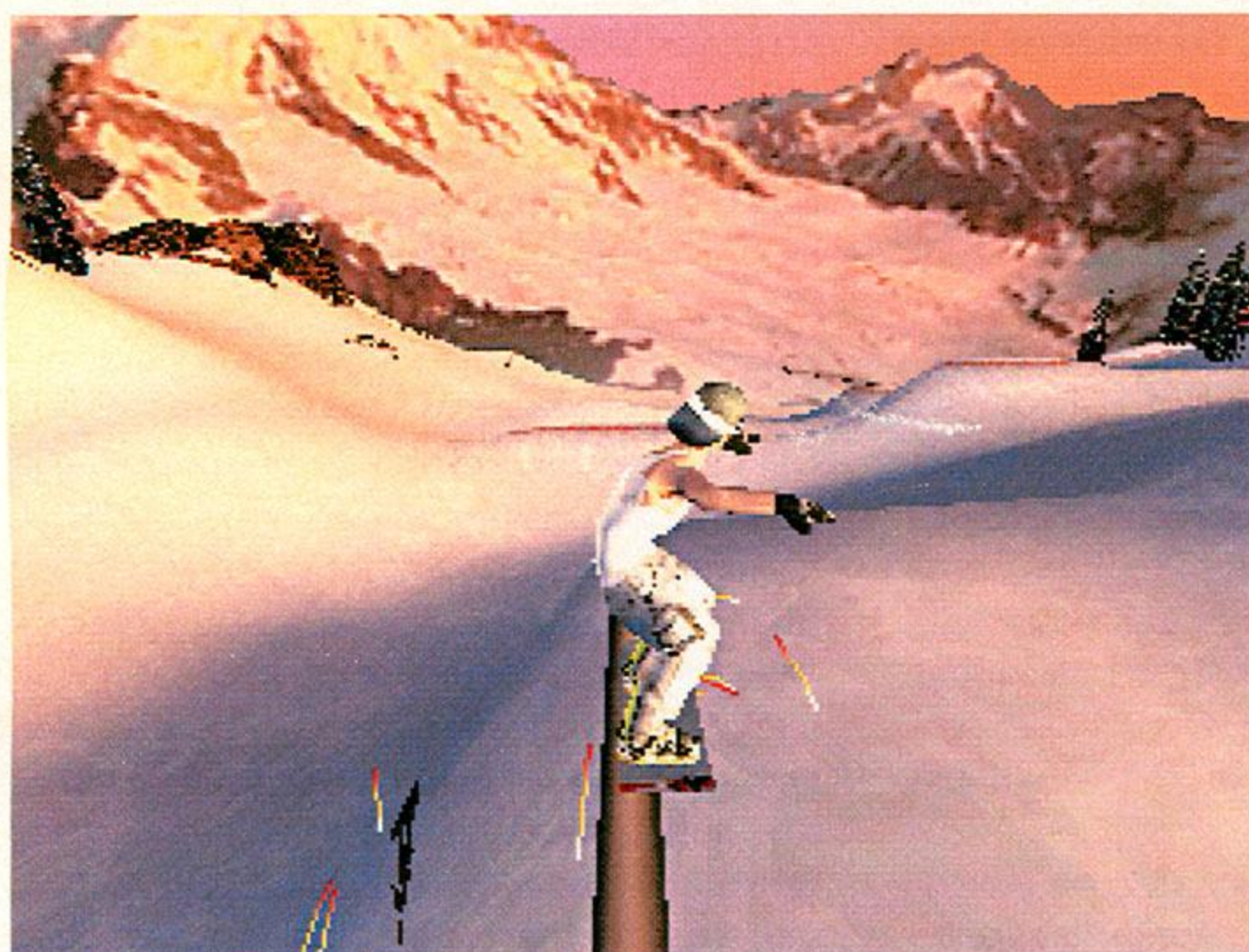
■ PUBLISHER Sony ■ DEVELOPER Idol Minds ■ THEME Snowboarding ■ AVAILABLE November

Why are you tempting me with a snowboarding game in the summer? If you're serious about snowboarding, it's never too early to start dreaming about fresh powder on the mountain. You think Columbus forgot about the ocean when he was riding his horse on dry land? Hell, no.

Okay, punk, calm down. What's so new about the new *Cool Boarders*? Hundreds of motion-captured movements by trained monkeys from the L.A. Zoo. Idol Minds is calling the result "simian simulation." The only problem is adjusting the arm length to the character models in the game.

You're lying, aren't you?

You got me. Three-time North American champion Todd Richards did the movements, guaranteeing that this latest version will be accurate down to even the tiniest detail.



**FRESHLY GROUND** Kids always loved to grind along Mountain Jim's plumbing.



**SLIDE IT ON HOME** At the end of a long day, slide your way back on the lift.

## Army Men Air Attack 2

■ PUBLISHER 3DO ■ DEVELOPER 3DO ■ THEME Helicopter action ■ AVAILABLE Fall

It's not easy being green — a hard-fighting Green soldier, that is.

But it's a lot easier to eradicate the Tan menace when you've got major air support on your side. Take to the sky with Captain Blade and his air calvary on 26 missions in 10 environments.

I feel the need, the need for an airborne steed. What am I flying?

There are five helicopters, each with its own unique characteristics. Plus, there's a new "plastic collection" system that adds chopper capabilities and unlocks hidden vehicles.

Will the senseless horror of this war never end?

Not as long as we've got ammo left! Besides, five different head-to-head and cooperative multiplayer modes mean there's always a reason to continue the plastic carnage.



**MEDIC!** When you're melting plastic, no one can hear you scream.



**WAR IS SWELL** A duel to the death with your favorite childhood toys.

## Destruction Derby Raw

■ PUBLISHER Midway ■ DEVELOPER Psygnosis ■ THEME Destruction derby ■ AVAILABLE September

Raw? What's this, some kind of genre-busting car-based wrestling game? Were not exactly sure what's going on with that. Midway's talking up all these "wrestling-inspired destruction combination moves," and it's making us scared.

So what else is new?

Let's see, you can now earn cash for smashing up other cars, and then buy upgrades for your own ride. There's also a rooftop-to-rooftop Skyscraper mode and Assault mode, which involves piloting a military vehicle of some sort.

Got any numbers to throw at me?

Funny you should ask. There's multiplayer support for two to four combatants, 17 cars plus seven bonus cars, and 31 tracks.



**HIGH SIDE** It's kind of like NASCAR, but with added crashes.



**ASPHALT MATCH** Wrestling with cars? We'll see how that goes.



**ECW: Anarchy Rulz:** "No word yet on the flaming-dumpster table match."

## **ECW: Anarchy Rulz**

■ PUBLISHER Acclaim ■ DEVELOPER Acclaim ■ THEME Wrestling ■ AVAILABLE August

Wow, this looks exactly like the last five or so Acclaim wrestling games. It may look the same, but it plays completely, er... well, the same. Damn. Why can't Acclaim make a new engine? This series has been the same since *WWF War Zone*.

Is it at least more extreme than *Hardcore Heaven*?

*Anarchy Rulz* looks to deliver the blood ECW fans crave in dumpster matches, table matches, and even fiery inferno matches. No word yet on the flaming-dumpster table match.

How up-to-date is the wrestler list?

With wrestlers bailing out of ECW faster than rats from a flood, the 60-plus characters won't be too up-to-date, but stars such as Tommy Dreamer and Dusty Rhodes are already a lock.



**THONG SONG** Who needs wrestling holds when you can show off your ass?

## **The Grinch**

■ PUBLISHER Konami ■ DEVELOPER Universal ■ THEME Action/Adventure ■ AVAILABLE October



**YOU'RE A MEAN ONE** Mr. Grinch looks to sap the Christmas joy from Whoville.

A Dr. Seuss game has got to be cutesy, right?

Guess again. This is the Grinch, after all. Your mission is to ruin Christmas without being infected by the holiday spirit or the loving kindness of Whoville villagers.

And how do you keep that from happening?

Collect and assemble parts to build dastardly weapons and gadgets like a Rotten Egg Launcher, Slime Shooter, Love Shield, and GrinchCopter.

What about the Grinch's pooch, Max?

The reluctant canine-turned-reindeer from the original cartoon isn't such a goody-goody this time around. Max warns of danger, distracts the Whos, and explores hard-to-reach areas.

## **Golden Tee Golf**

■ PUBLISHER WizardWorks ■ DEVELOPER Incredible Technologies ■ THEME Sports ■ AVAILABLE Summer

My memory is a little hazy, but didn't I play this in a bar somewhere? Millions of drunken Americans have happily plunked quarter after quarter into the astoundingly successful arcade version of *Golden Tee Golf*. Now you can get drunk and make excuses about your golf skills in the comfort of your very own home. But there won't be any hot waitresses to chat with at home!

You'll just have settle for the smooth moves of the digitally captured Peter Jacobsen as he shows off his repertoire of animated reaction sequences to every tension-filled shot. Look on the bright side: At least you won't have to tip.

And where the hell is Tiger Woods?

Apparently, the six courses in the game are at country clubs that don't allow Tiger to play. But pin and tee placements that vary each time you play, plus mirror versions of the courses, guarantee to keep the golf action swinging.



**FRENCH LESSONS** Even in the virtual world, golf is still a four-letter word.



# QUICK-LOOK PREVIEWS

A FIRST GLANCE AT THE BIG GAMES COMING DOWN THE PIPE!

**Star Wars: Demolition:** "You compete in brutal contests organized by Jabba the Hutt."

## Star Wars: Demolition

■ PUBLISHER LucasArts ■ DEVELOPER Luxoflux ■ THEME Driving combat ■ AVAILABLE Fall

Why does this game look so much like *Vigilante 8*?

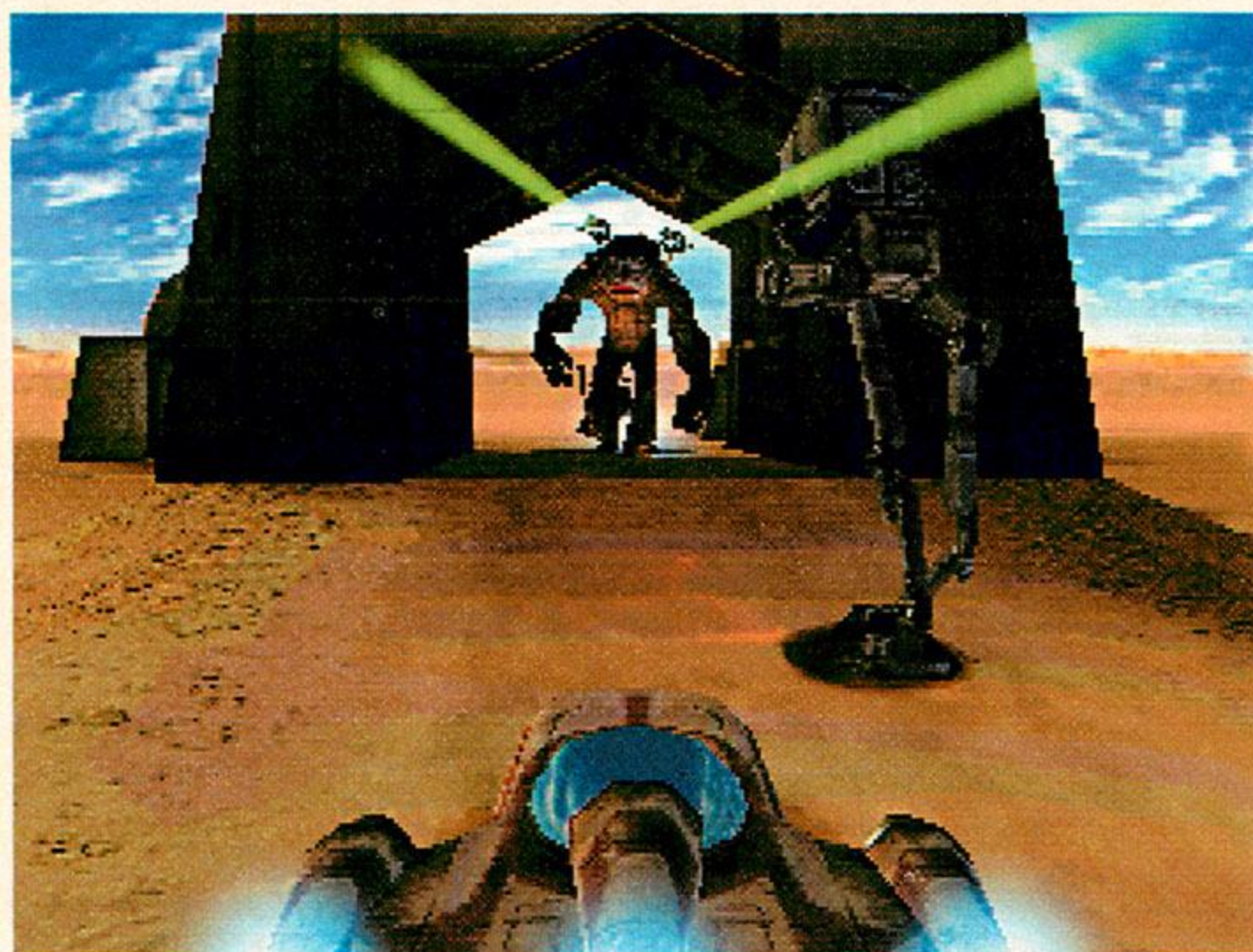
That's most likely because *Demolition* is being developed by *Vigilante 8* creator Luxoflux. So you can expect the same smash-'em-up action, only this one will have all your favorite *Star Wars* vehicles.

But these vehicles look pretty old school.

*Demolition* isn't an *Episode I* game; it's set between *The Empire Strikes Back* and *Return of the Jedi*. You compete in brutal contests organized by Jabba the Hutt against some of the original trilogy's most vicious characters.

Even Boba Fett?

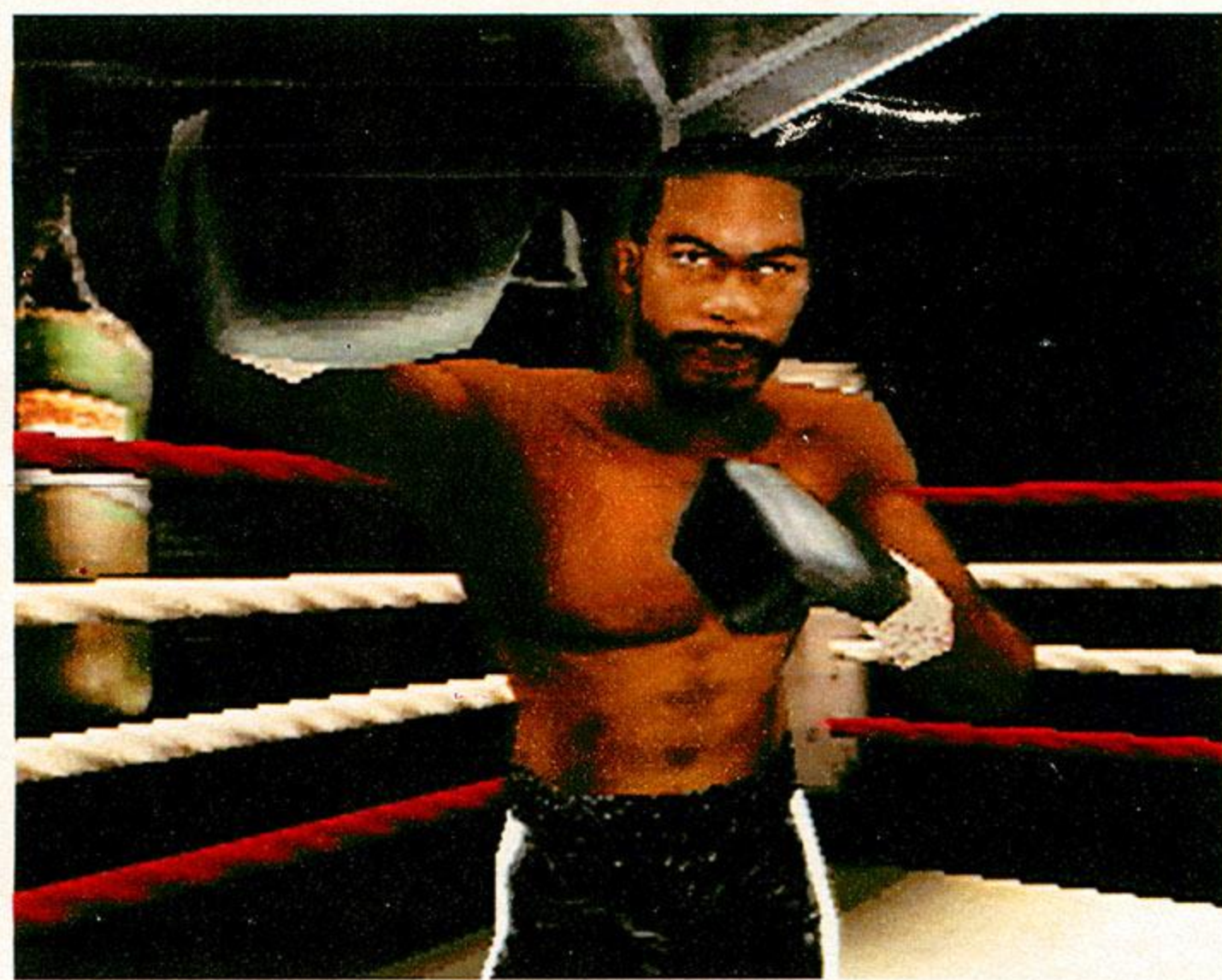
What would a no-holds-barred game be without *Star Wars*' biggest bad-ass bounty hunter? While Mr. Fett's vehicle is equipped with a shield-draining disintegrator, sadly, there's no bitchin' carbon freezing weapon to report.



**BOBA PHAT** Only the best bounty hunters cruise the fly rides.

## HBO Boxing

■ PUBLISHER Acclaim ■ DEVELOPER Osiris Software ■ THEME Boxing ■ AVAILABLE September



**HE'S A BAD MAN** Roy Jones Jr. works out his piston fists on the speed bag.

Is it really "The Heart and Soul of Boxing?"

It's a bit too early to tell that, but with Roy Jones Jr. and George Foreman in Acclaim's corner, you never know.

The screens look a lot like the old *Knockout Kings*.

Funny you mention that, because the game is actually being developed by a couple of guys from the original *Knockout Kings* design team.

If that's so, what will make *HBO Boxing* unique?

You actually work your way up the rankings through HBO's boxing programs, from *KO Nation* to *Boxing After Dark*. Not only that, but each of the 35-plus fighters features his own trademark punches and combos.

## NFL Blitz 2001

■ PUBLISHER Midway ■ DEVELOPER Point of View ■ THEME Arcade football ■ AVAILABLE September

Is this just the same old *Blitz* in a new package?

It's all the violence, fast action, and high scoring you loved about the arcade classic, only with more new features than the Cowboys have arrest warrants.

Wow, that's a whole lot of features.

You're damn right. *Blitz 2001* sports new player models, new animations, and the ability to create your own teams. It even enables you to play minigames, such as Goal Line Stand.

Will the team rosters be updated?

Not only will all the rosters be accurate, but if you don't like the NFL players you can create your own bruisers, right down to their uniforms and helmets.



**SMEAR THE EAGLES** QB Ron Powlus gets gang-tackled by the Giants.



**Planet of the Apes:** "You play as Ulysses, a lowly human in a world of snappily dressed apes."

## Planet of the Apes (PC screens shown)

■ PUBLISHER Midway ■ DEVELOPER Visiware ■ THEME Ape killing ■ AVAILABLE Winter

Will Charlton Heston do the voice acting?

Pretty unlikely. These days, if it doesn't involve guns, shooting, shooting guns, or opening a shooting gallery-themed restaurant in New York City, he's not interested.

So, what's the object? What's my motivation?

You play as Ulysses, a lowly human in a world of arms-bearing, snappily dressed apes and assorted other simians. Fight through 15 levels, then curse at the Statue of Liberty.

The question everyone wants answered: Is Dr. Zaius in the game?

It just wouldn't be *Planet of the Apes* without Dr. Zaius. Or Zira, Cornelius, and General Urses. So yes, all of your favorite primates will be there. Mandrill Assassins too.



**PRIMATE FASHION** This winter, loincloths are back in a big, big way.



**WHAT'S UP, DOC?** Nice crate shot, with ape doctors in background.

## Resident Evil: Survivor

■ PUBLISHER Capcom ■ DEVELOPER Capcom ■ THEME Shooting/Horror ■ AVAILABLE Fall

Um, why doesn't this look like a *Resident Evil* game?

Good eyes! Actually *RE: Survivor* is the first spin-off game in the series. Instead of exploring prerendered locations, you'll be blasting away zombies, *Time Crisis*-style.

So *Survivor* is a gun game?

Well, yes and no. When it was first released in Japan, *Survivor* had Namco Guncon support, but that was removed for the US version of the game.

Wait, a shooting game with no gun?

Believe it or not, *Survivor* is way easier to play with a normal controller. Unlike in *Time Crisis*, you actually move your character around, which was a pain to do with the gun.



**GREEPY CRAWLERS** All of the classic *Resident Evil* foes return.



**ZOMBIE LOVE** The zombie models are taken straight from *Resident Evil 2*.

## AN EVEN QUICKER PLAYSTATION LOOK

Wrestling fans have been chanting for it, and their wish is about to come true, as THQ plans to release *WWF Smackdown 2* in time for Christmas. The hard-hitting sequel promises more wrestlers, more match modes (including ladder matches), and a more advanced storyline to bring all the madness of the TV show to your PlayStation. Everyone who checked out our "Extreme Gaming" feature last issue will be interested to hear that both Mat Hoffman's and Dave Mirra's games are looking awesome. Who will finish first? Check back in a few issues.

## Mega Man Legends 2

■ PUBLISHER Capcom ■ DEVELOPER Capcom ■ THEME Action/Adventure ■ AVAILABLE September

What's that little blue hero up to now?

Picking up after *Legends*, Mega Man and pal Roll are still "diggers." This time they're looking for the mother lode: the Great Legacy treasure.

Besides a new storyline, what's been added?

This sequel takes the "2" part of its name literally. Capcom promises twice as many enemies, and worlds will be twice as large. Plus, townspeople will actually help you battle baddies.

Control was sort of an issue with the original. What's up this time?

No more relying on those shoulder buttons to steer around. Use both sticks on the dual analog controller – one will take care of movement, and the other will handle the 3D camera perspective.



**WHAT'S YOUR SIGN?** All the ladies know how mega a man he really is.



**FOOD POISONING** Mega Man's stomach turns after some bad sushi.



**SPIKED BALLS** Run like Indiana Jones, or get crushed into a bite-sized M&M.



# QUICK-LOOK PREVIEWS

A FIRST GLANCE AT THE BIG GAMES COMING DOWN THE PIPE!

**Cruis'n Exotica:** "If you call stunts, drag races, and turbo boosts erotic, be our guest."

## Cruis'n Exotica

■ PUBLISHER Midway ■ DEVELOPER Gratuitous Games ■ THEME Racing ■ AVAILABLE October

Is this the sequel to that crappy N64 game *Cruis'n USA*?

Actually, it's the third game in the series, but this version promises vast improvements and 12 new tracks, including jaunts through the jungle and even a journey to Mars.

How many cars, or as Midway calls them, "exotic vehicles," are there? On top of the 12 default speedsters, you can also unlock 18 secret "exotic" racers throughout your speed- and shortcut-filled driving experiences.

Sounds exotic. Is it also erotic?

You've obviously been attending too many parties in San Francisco. But if you call stunts, drag races, and turbo boosts erotic, be our guest.



**LITTLE RED WAGONEER** This car should not be traveling 114mph sideways.

## Eternal Darkness

■ PUBLISHER Nintendo ■ DEVELOPER Silicon Knights ■ THEME Survival/Horror ■ AVAILABLE Fall



**ELECTRIFIED** Notice the high-quality character models and lighting effects.

Wow, another *Resident Evil* clone?

Not even close. While *Eternal Darkness* looks similar to *RE*, its fully 3D graphics engine, 13 playable characters, tons of voices, and Insanity Meter put this game in a different league.

What the hell is an Insanity Meter?

One of the coolest features in *Eternal Darkness* is a gauge that measures your sanity. The further it drops, the more strange things will happen.

Will *Eternal Darkness* use the 4MB expansion pak?

Are you kidding? This game uses the N64's high-resolution mode, has tons of lighting effects, and, according to Nintendo, will always run at a high frame-rate. You'd better believe it does!

## The World Is Not Enough

■ PUBLISHER Electronic Arts ■ DEVELOPER Eurocom ■ THEME First-person shooter ■ AVAILABLE Winter

Hold up, I'm having a *GoldenEye* flashback.

With good reason. Taking its cue from the success of the Rare-developed N64 megahit, Electronic Arts returns to the Bond game's first-person-shooter roots with multiple platform versions of *The World Is Not Enough*.

How big is it, and is there anything exclusive on the N64 version?

On the N64 it will feature 10 levels based around the film's locales, some of which will be seen only in the N64 version of the game. Plus, you can look forward to more than 40 weapons and gadgets taken from this latest 007 film.

Dear God, let there be multiplayer.

Stop praying; the N64 version will be the first to feature a four-player deathmatch option. You'll choose from characters unique to *The World Is Not Enough*, and the game's levels will serve as the basis for its multiplayer arenas.



**WHAT'S THE TIME?** It's time to get ill on this bad guy's back.



**Mario Tennis: "We bet Bowser will have a pretty wicked backhand."**

## Mega Man 64

■ PUBLISHER Capcom ■ DEVELOPER Capcom ■ THEME Action/Adventure ■ AVAILABLE September

This game looks a lot like *Legends*. Is there anything new?

This N64 incarnation is an "enhanced" version of the original *Legends* for the PlayStation, so basically only enemy and item placements will change. But Capcom is promising a better-looking game for all you N64 devotees.

There's got to be more to it than that.

*Mega Man 64* promises more Time Attack minigames, more sensitive and precise analog control, and a slightly tweaked battle system. But otherwise it's very much the same game.

So, refresh my memory. What's the story again?

The blue man seeks treasure but gets some competition. You must build weapons and group them properly to win each battle.



**MEGA DARK** Our blue hero tries to blast a robot in the blackness.



**DA BOMB** Dropping explosives is a quick way to kill enemies.

## Mario Tennis

■ PUBLISHER Nintendo ■ DEVELOPER Camelot ■ THEME Tennis ■ AVAILABLE September

Hmm, when can we expect *Mario Curling*?

Hey, save something for the Dolphin. *Mario Tennis* is actually looking pretty cool, thank you very much, and it's being developed by the same people who did *Mario Golf*.

Isn't Mario a little fat to be charging the net?

He's got good quickness for a big – but short – man. Of course, you can always play a doubles match... a Mario-Luigi tandem would give Venus and Serena a run for the money.

Wait... Venus and Serena are in the game?

Er, no. It's Mario's usual crew, with more than a dozen additional characters to unlock by winning tournaments and challenges.

We bet Bowser will have a pretty wicked backhand.



**APE SERVING APE** Look out, Sampras – DK's got a blistering serve.



**ZERO LOVE** Next, Luigi pulls a McEnroe and attacks the line judge.

## SW: Battle for Naboo

■ PUBLISHER LucasArts ■ DEVELOPER LucasArts ■ THEME Action ■ AVAILABLE Fall

What's happening on Naboo this time?

Since this is a *Star Wars* game, that pesky Trade Federation is behind the trouble. It's sent in nasty Neimoidians to wreak havoc on this peaceful planet.

And where do I fit in here?

You play as Lieutenant Gavyn Sykes, who takes over a variety of air, ground and water vehicles to fight the good fight. The game was actually inspired by the N64 hit *Rogue Squadron*.

What? No Jedi? No Force? No Darth Maul?

Sorry, kids. This title is about old-fashioned flight and vehicle combat, so you won't be busting out Jedi mind tricks on any of the 16 levels. But look on the bright side: so far, no Jar Jar.



**BLASTERS ON KILL** This droid's no joke with his high-powered laser.



**FLASHBACK** Shooting womp rats on Tatooine? Those were the days.



**RIDE OR DIE** Missions against the Trade Federation are always deadly.

## AN EVEN QUICKER NINTENDO 64 LOOK

Imagine where Nintendo would be today if it didn't have Rare. The N64 might have gone out like the Jaguar. And, speaking of Rare, it has a few new games in the works: *Dinosaur Planet* and *Conker's Bad Fur Day*. Both look to be just what you'd expect from Nintendo's top developer: brilliant. THQ has announced the title to its *WWF Wrestlemania* sequel; it'll be called *WWF: No Mercy* and will feature more than 60 wrestlers, including Rikishi and Kurt Angle. Also to come from THQ is *Aidyn Chronicles*, a new RPG. Let's just hope it turns out better than *Quest*.



# QUICK-LOOK PREVIEWS

A FIRST GLANCE AT THE BIG GAMES COMING DOWN THE PIPE!

**Demolition Racer:** "Collisions, damage, and destruction are the keys to victory."

## Demolition Racer — No Exit

■ PUBLISHER Infogrames ■ DEVELOPER Pitbull Syndicate ■ THEME Racing ■ AVAILABLE September

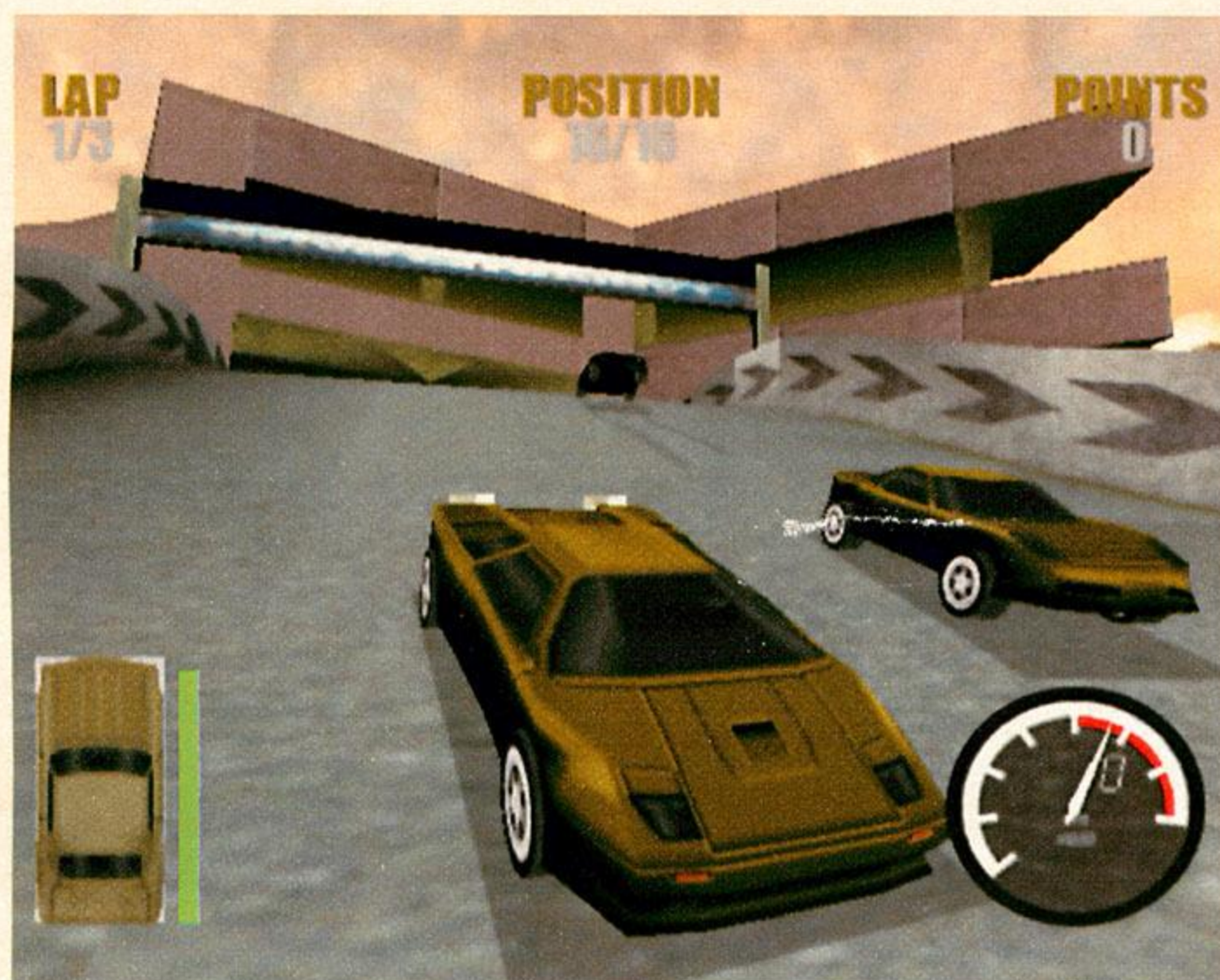
When I'm in traffic, I dream of destroying every car in my path. In *Demolition Racer*, collisions, damage, and destruction are the keys to victory. Work through your road rage on 16 tracks and three bowls — just consider it aggression therapy.

How do I come in first if I'm constantly smashing my opponents?

A multiplier scoring system rewards the intensity and creativity of your attacks, while power-ups littered on the tracks aid or thwart your efforts. Winning by points is definitely more fun.

But isn't this just like the PlayStation game from last year?

The Dreamcast version sports 10 new tracks and 14 new cars. The gameplay is also refined and updated, with weather effects and night driving. Just make sure your insurance is paid up.



**HUNK 'O JUNK** Even exotic sports cars aren't safe on these mean streets.



**DAMAGE CONTROL** Tires wobble, hoods fly off, and cars burst into flames.

## ESPN Baseball Tonight

■ PUBLISHER Konami ■ DEVELOPER Konami ■ THEME Sports ■ AVAILABLE August

Baseball's such a simple game. Throw, hit, run —end of story.

You won't think so after you experience the batting interface, with player-specific strike zones, 12 different pitch choices, and speed-sensitive throwing. Can you say, "Whiffmeister"?

Will it look as good as it does on TV?

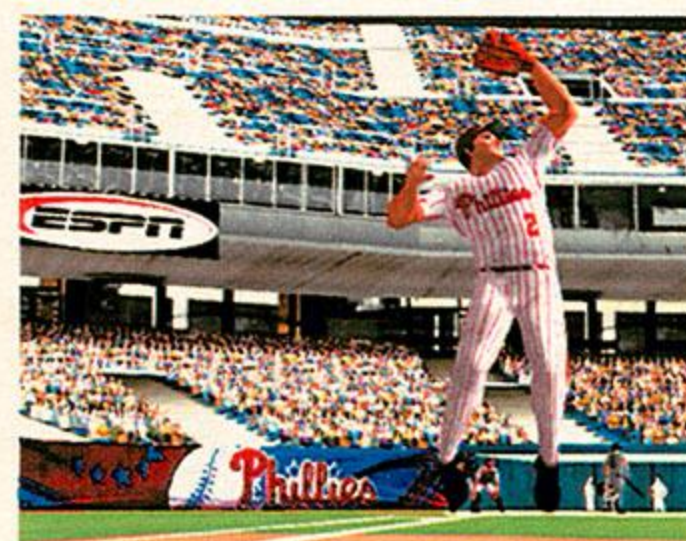
With more than 1,000 animations and a Smart Cam system that highlights the classic situational confrontations of the sport, this could be the greatest-looking baseball game ever. Or not.

I have my eye on a very promising prospect...

As if every player on every Major League roster weren't enough, the Create-A-Player option allows you to shape the physical and performance attributes of your next underachieving All Star.



**HE SCORES!** Nail that high hard one and take it deep — again and again.



**CREAM CHEESE** A typical display of Philly fielding prowess, or lack of.

## ESPN NBA 2Night

■ PUBLISHER Konami ■ DEVELOPER Konami ■ THEME Sports ■ AVAILABLE November

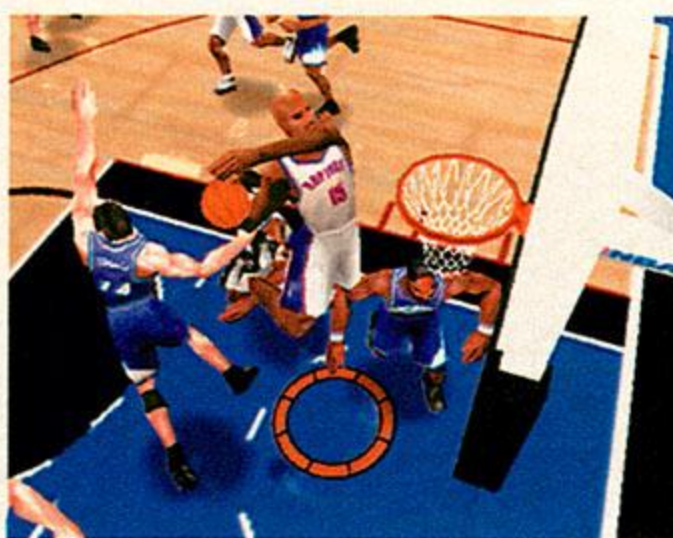
"Boo-ya!" SportsCenter anchor Stuart Scott is doing the commentary! With Stuart's signature humor, wit, and catchphrases, coupled with Brent Musberger's play-by-play, it'll be just like tuning into an ESPN broadcast of an NBA basketball game.

Yeah, but does the game have "game?"

How about 25 unique dunks, an arsenal of defensive moves, and even a low-post game? It's those talents that will let *NBA 2Night* go head-to-head with *NBA 2K1* for the championship.

But what's *NBA 2Night*'s go-to move?

With game-specific ambient sounds and facial expressions for the players, *NBA 2Night* looks to immerse you in the emotion and intensity of professional hoops. "Straight butta!"



**WELCOME BACK, CARTER** The high-flying Vince Carter goes to the hole.



**WOLF PACK** Timberwolves' offensive strategy: Pass it to Kevin Garnett.



**Seaman:** "Bust out the brie and red wine, and get ready for some existential conversations."

## Gorkamorka

■ PUBLISHER Ripcord Games ■ DEVELOPER Ripcord Games ■ THEME Auto combat ■ AVAILABLE October

Who are the Orks?

Those familiar with the *Warhammer 40,000* series will definitely remember the ill-tempered and often excessively violent Ork "mobz." You organize a racing/demolition team of these baddies to battle it out for cash and prizes.

Looks like just another driving combat game.

Actually, *Gorkamorka* is the first game of its type that lets you customize your vehicle and switch between driver and gunner on the fly. Plus, spectators will turn on your opponents if you win the crowd's respect.

How many of my buddies can join in?

Offline, both cooperative and versus four-player multiplayer modes are available. Better yet, you'll be able to play against up to eight players online using the Sega.com network, enabling you to battle it out with both Dreamcast and PC gamers.



**MORK FROM ORK** They might not drink with their fingers, but they have guns.

## Vanishing Point

■ PUBLISHER Acclaim ■ DEVELOPER Clockwork Games ■ THEME Racing ■ AVAILABLE August

So, what does this driving game have that all the others don't?

Er, well, there's the Stunt Driver Challenge mode, because barrel rolls and long jumps are more fun than license tests, and the races take place on traffic-filled streets, so you'll never run out of stuff to pass. Kinda like in *OutRun*, come to think of it.

Let me guess. Lots of licensed vehicles?

Yep, 32 in all. BMW, Lotus, Audi, Alfa Romeo and more have all signed on the dotted line.

And there's got to be a tune-up shop.

Right again. *Vanishing Point* will be more of an arcade racer than a driving sim, but it just isn't a racing game these days if you can't bolt on a bigger turbo.



**LEANING GAINER** This is one of those "Uh oh, better get Maaco!" moments.



**WRONG WAY** Cars move faster when they aren't sliding sideways.

## AN EVEN QUICKER DREAMCAST LOOK

Don't laugh, but one of the biggest draws at Sega's E3 booth was *Samba de Amigo*. It's a music game in which you shake a pair of maracas to the beat. Sounds stupid, but it's actually quite fun. Whether you'll want to admit that to any of your buddies is a whole different story. Switching gears, fans of *Ready 2 Rumble* will be pleased/PO-ed about Midway's announcement that Michael Jackson will be a hidden character. Now little boys across the country can at least fight back and pop the so-called King of Pop if he steps too close.

## Seaman

■ PUBLISHER Sega ■ DEVELOPER Vivarium ■ THEME Animal husbandry ■ AVAILABLE Summer

Ok...so that's a fish, except with legs and a human head.

Wow, you took that pretty well. Yep, *Seaman* is all about raising, uh, Seamen until they grow up into large-headed, frog-bodied maturity. Kind of like sea monkeys, but space-age.

As long as they don't talk back.

Sorry, they do. You can chat with your Seamen – hey, no snickering! – courtesy of the microphone attachment that'll come with the game, and they'll talk back. So bust out the brie and red wine, and get ready for some late-night existential conversations. Hmm.

Amen to that, brother. It's a brave new world of video gaming. Look at it this way: It's cheaper than a psychiatrist.



**SMELLS LIKE HUMAN** You'd be grumpy too if you were a freak of nature.



# DRUMSCHTICK

Does ***DrumMania*** make you feel like you're "with the band" or that you'd like to beat the crap out of something? The Smashing Pumpkins' **Jimmy Chamberlin** took it on the road, and Paul Semel humped amps.

**T**here are some people you should never take for granted: your mom, your girlfriend, and the drummer in your rock band. Unless, of course, you don't mind being guilt-tripped, single, and in a band that sucks. Even so, finding a good drummer can be as hard as finding a forgiving girlfriend or a mom who won't call the emotional travel agent every time you take her for granted. Which is why, when we heard that Jimmy Chamberlin, the master rhythmist of The Smashing Pumpkins, was a gamer as well as a drummer, we knew our search for a good drummer was over. Not for our band (or, for that matter, our mom or girlfriend), but to test drive Konami's *DrumMania*, a drumming game for the PlayStation 2 that actually comes with its own drum kit controller. And though Chamberlin jokingly laughed, "This is going to f— up my playing tonight," as he tried out the game, he also seriously laughed that he'd like to go another round.

**You seemed to be having a good time with this game. Do you think being a real drummer might've made it easier for you?**

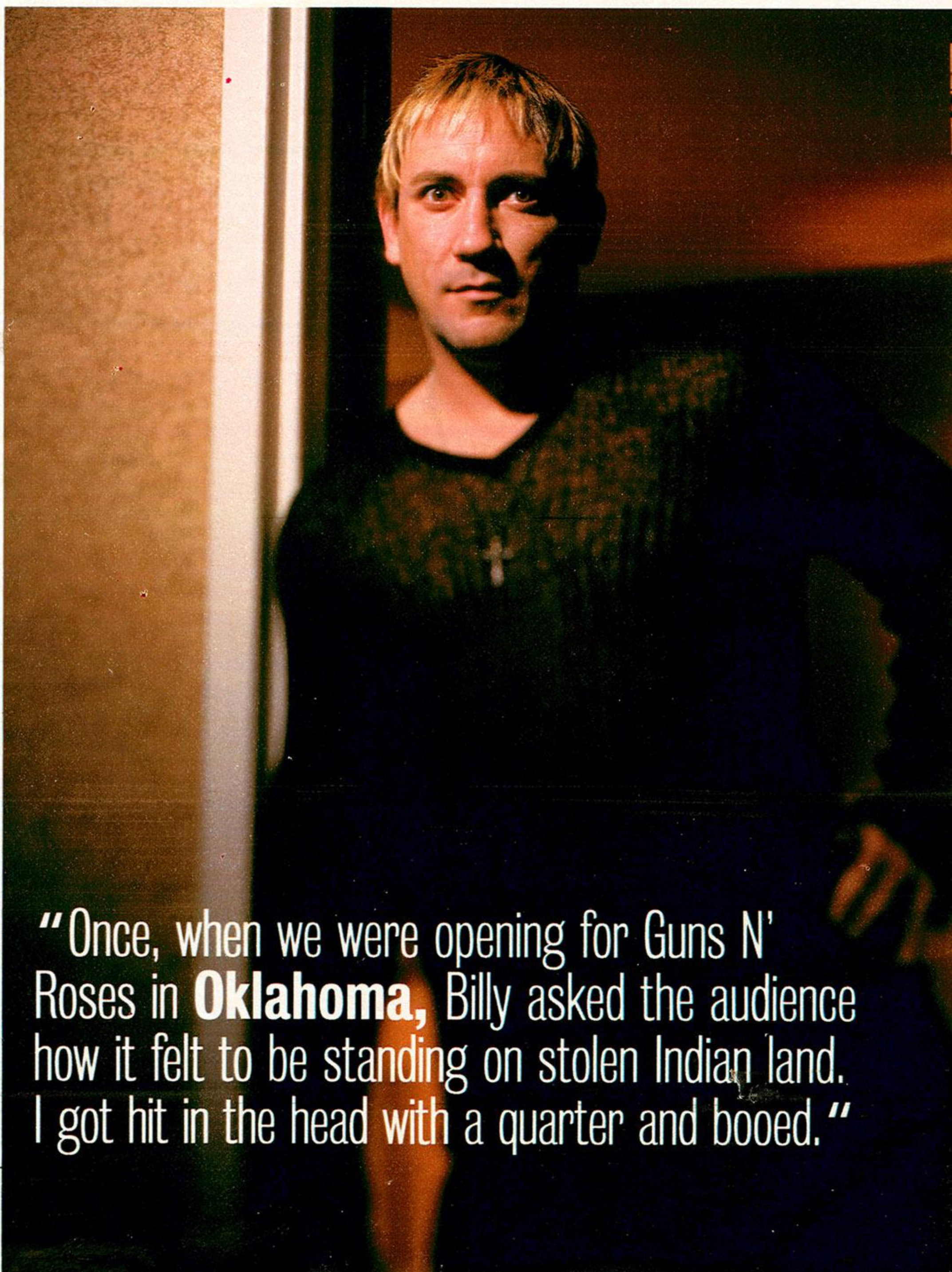
Oh, absolutely, yeah. I think it's a good tool. I think it can definitely tell someone if they have rhythm or not, once they get used to it.

**So you think *DrumMania* might have some value as a teaching aid?**

Yeah, though you can pretty much tell within a half-hour if someone is capable of playing the drums or not. I taught drums for six, seven years, and I used to tell people's mothers, "There's two kinds of people: those who can play drums, and other people."

**What did you think about the controller. Did it feel like a real drum kit?**

It felt good. The pads were a little hard,



"Once, when we were opening for Guns N' Roses in **Oklahoma**, Billy asked the audience how it felt to be standing on stolen Indian land. I got hit in the head with a quarter and booed."





**Name:** Jimmy Chamberlin  
**Years as a gamer:** 12  
**Years as a drummer:** 27  
**Favorite video game:** *Tomb Raider III*  
**Favorite drums:** Yamaha  
**Favorite drummer:** Buddy Rich

but with the rubber drum sticks it was fine. Though if you used real sticks on it you'd probably get a slight case of tennis elbow after a while. I also think that the high hat could be raised up a bit. Most people play their hat like this [*hits the high hat pad in sync with the snare pad*], and with the two of them on the same level the sticks hit each other. So I'd maybe raise it up, maybe even put it on an angle. **Did it actually sound like a real drum kit, though?**

Well, to me it sounded a little synthesizery. Though if you don't play a great-sounding real kit every day, you wouldn't notice. You could also tell the difference of the snare from the cymbals, which was good.

**Have you ever owned an electronic drum kit that looked like this thing?**

Yeah, I have one at home. It's called the Drum Cat, and it's basically a series of square pads. They've been making them for about six years. I also play V-Drums at home – they're like electronic pads.

**Now in the game, when you perform badly, it boos you. Discuss.**

Yeah, I liked that part. "You suck." That's



The Smashing Pumpkins' latest album is called *MACHINA/the machines of God*.



**SMASHING TITLES** *DrumMania* enables you to play along to family classics like "Crunchy Nuts."

every teacher's dream to be able to say that to someone. [*Laughs.*]

**Have you ever gotten booed like that when you were playing a show with The Pumpkins?**

Yeah. [*Laughs.*] Once when we were opening for Guns N' Roses in Oklahoma, Billy [Corgan, The Pumpkins' singer and guitarist] asked the audience how it felt to be standing on stolen Indian land. I got hit in the head with a quarter and booed.

**Is there anything in the game you would boo?**

Well, it would've been easier to play if I put the TV on its side so that the music was going sideways instead of down. Just because that's the way I sight-read.


**Did that screw you up while you were playing?**

Absolutely, yeah, because I'm used to having the toms up here and the snare on the bottom. It's like taking sheet music and turning it on its side. But if you're not used to sight-reading, it's not going to make a difference.

**It was recently announced that The Smashing Pumpkins is going to break up soon. Do you already have an idea what you're going to do when it's all over?**

I think I'm going to take a little time off, and then I'll probably go back to teaching. I might go back to college, get my teaching certificate, and do some high school teaching. Or I might do some private teaching like I used to. And maybe I'll play some jazz. That's where I got my start; it's a little more natural for me.

**So, do you think you'd have time for *DrumMania*?**

Oh, absolutely. And I would drive my assistant nuts. 

## Celebrity Verdict

**GRAPHICS:** "They're good, though the music should go side-to-side."

4

**SOUND:** "You can tell the snares from the cymbals."

4

**CONTROL:** "They were pretty sensitive, pretty responsive."

4

**PROS:** "You get to play drums. If I had one at home, I'd f--- around with it. Plus, it tells you when you suck."

**CONS:** "[The controller is] orange; it's hard to read the music."

## DrumMania

**OVERALL**  
 "I think it needs a little more development."

4

OUT OF 5





# Draconus: Cult of the Wyrms

Grab your sword and get ready for some medieval mayhem

## FACT FILE

■ DEVELOPER Treyarch ■ PUBLISHER Crave ■ GENRE Sword-swinging action ■ PLAYERS 1 ■ RATING Teen

## GAME GLANCE

- 15 Levels
- 2 Playable characters
- 30 Enemies
- 5 Weapons
- 25 Magic spells

Ah, the thrill of being a royal knight. Swinging a mighty sword above your head, ravaging lowly goblins that scatter in your presence, rescuing fair maidens – it's all in an ordinary day's work for an armor-plated hero. And now, thanks to Crave, *Draconus* gives us all the chance to feel what it's like to slay the forces of evil while wearing heavy chain mail. Well, except for the chafing, that is.

Okay, there aren't any fair maidens in *Draconus*, but everything else you could want from a medieval game is here in spades. In other words, there's more than a bit of sword slinging. In fact, there's simply no console game on this planet that gives you a better feeling of what it's like to swing a blade, and this really is a good thing, as you'll be hefting that sword around a lot as you make



**LADY'S TOUCH** You can play as an equally dangerous female character.

your way through *Draconus*.

As you've probably guessed, fighting is the main focus here. You'll be assaulted by medieval foes and demonic creatures every few steps, but thanks to spot-on sword handling and insanely tight control, every battle is a joy once you get the hang of the strategy involved. (The shield isn't there just for looks.) Complementing the action is an insanely deep RPG-drenched storyline about a dark race threatening the kingdom. (And guess who's the only one who can save them?)

The problem is the way this tale is presented. There are no in-game cinemas to slowly unveil the story; you're forced to read along to several minutes of speech before each level to keep up with events.

Aside from the storyline shortcomings, a bit of slowdown at times, and the at-times repetitious action (hack, walk, hack, walk), this is easily one of the best sword-swinging action games on the Dreamcast so far. Well, it's better than *Berserk*... but that's probably not saying a lot.

—Ryan Lockhart



**AXING FOR TROUBLE** One of the more powerful foes you'll ever meet, the Minotaur has a huge ax. And he knows how to use it.

## Who's the Real Knight?

Only one of these folks was formally knighted by royalty. Can you guess which one?



### DON QUIXOTE

This gallant crusader with a heart of gold and a pail on his head fought anything his imagination could throw at him.



### SIR LANCELOT

Aside from sleeping with King Arthur's wife and destroying Camelot and all, he was a perfect example of knighthood.



### ANTHONY HOPKINS

First a crazed cannibal, then an aged Zorro, and now an English royal knight. If this is true, standards must be dropping.



### BOBBY KNIGHT

With a few soft words, a broad smile, and a chair or two thrown across the floor, he inspired dozens to battle for his honor.

Answer: Anthony Hopkins. Did you really need to look?

## The Verdict

## Draconus: Cult of the Wyrms

### HOW THEY COMPARE

For pure action, there's nothing better than *Draconus*, but *Reaver* has more overall depth.

- SOUL REAVER
- **DRACONUS**
- SHADOW MAN
- BERSERK
- ZOMBIE REVENGE

**GRAPHICS** Beautiful-looking textures and realistic enemies fall short when the game stutters.

4

**SOUND** Hacking and slashing never sounded so good! Great voice acting to boot.

4

**CONTROL** *Draconus*' highlight. It's easy, fun, and terribly addicting to beat down baddies.

5

**PROS:** Great control, fun gameplay, nice graphics, tons of levels, and a very useful automap.

**CONS:** Storyline is boring to follow, and the game slows down if there's too much on screen, which is often.

### OVERALL

A true blast to play, but pop some No-Doz if you want to follow the storyline.

4

OUT OF 5





# Marvel vs. Capcom 2: New Age of Heroes

Want to master every character this game offers? Fine. How many years do you have free?

## FACT FILE

DEVELOPER Capcom PUBLISHER Capcom GENRE 2D fighting mania PLAYERS 1-2 RATING Teen

## GAME GLANCE

- 24 Starting characters
- 56+ Total characters
- 2 Teammates
- 3 Battle types
- 2D Fighters
- 3D Backgrounds

Exactly how many characters does it take before a fighting game's selection ruptures from a healthy roster to one that's completely insane? Fifteen? Twenty? How about 56? Yeah, 56 sounds about right. Ironically, that's the exact number Capcom put into its latest release, giving *Marvel vs. Capcom 2: New Age of Heroes* more playable characters than any other fighting game in history. Wow.

You might think *Marvel vs. Capcom 2*'s selection is too big – that it would be completely impossible to balance the strengths and weaknesses of all those characters to create a fair fight. Well, you'd be right. But the "Marvel-influenced-vs." series of Capcom games has never really been about fairness. Instead, the titles have concentrated more on providing a combo-filled thrilling experience, something this latest incarnation delivers perfectly.

By omitting the "medium" attack buttons, *Marvel vs. Capcom 2* makes it even easier to slap out impressive combinations. Add the



**PURE MADNESS** Can you tell exactly what's going on in this supercombo?

ability to include your two other characters in certain attacks and combos can reach the 80-hit range. You can get in dozens of hits before your opponent even touches the ground; it's pure insanity, but it's also pure fun.

Even if you aren't keen on the whole crazy-combo thing, the huge selection will have you simply experimenting with all the fighters for weeks. Along with all the familiar faces there are new offerings, like the ultracool Servbot and *Resident Evil*'s Jill Valentine – each sporting unique attacks and specials.

So are there any problems with the game? Sure. It's 2D for one, but if you find that a bother, you've probably skipped past this page already. And yes, the lack of medium attacks kind of dumbs down the strategy a bit. But the sheer number of characters and the madness-inducing gameplay easily outshine any major nuisances. Simply put, if you've never enjoyed Capcom fighters, this won't win you over. But, on the other hand, if you're a fan of 2D brawlfests, it doesn't get much better than this.

—Ryan Lockhart

Even if you aren't keen on the whole crazy-combo thing, the huge selection will have you simply experimenting with all the fighters for weeks.



**GRABBING GUILTY** Plenty of humor in the game complements the all-out action.

## Never-ending Gameplay!

Think fighting games lose their appeal quickly? Then you haven't tried this one



**SECRET ROOM** This is where you can purchase new fighters and costumes.

Fighting games are great for the first few days, but once you try out all the characters and smack down the last boss a couple times, the excitement to play usually fades quickly. Not with *Marvel vs. Capcom 2*. In order to increase the replay value of this new release, Capcom designed it so you start with only 24 playable characters; you have to earn the rest by "spending" the points you accumulate while fighting. The prices for new fighters range from 500 to 2,000 points; to complete the full set you'd have to beat the game an average of 50 times. You can also purchase dozens of new costumes and a few new backgrounds for the Vs. mode. To add a bit more madness to the mix, there are four additional supersecret fighters hidden somewhere in the game, and Capcom claims it might wait years before unveiling the method to collecting them!

## The Verdict

## Marvel vs. Capcom 2: New Age of Heroes

**HOW THEY COMPARE**  
Capcom rules the 2D fighting market on the Dreamcast, and *MvC2* is one of its best.

- STREET FIGHTER ALPHA 3
- MARVEL VS. CAPCOM 2
- JO JO'S B. ADVENTURE
- MARVEL VS. CAPCOM
- KOF 1999

**GRAPHICS** Clean 2D sprites on smooth 3D backgrounds with no noticeable slowdown ever. Nice!

4

**SOUND** Standard Capcom sound effects, but a few music tracks get annoying.

3

**CONTROL** The first Capcom fighter made with the Dreamcast in mind; only four buttons makes combat easy.

5

**PROS:** Beautiful 2D graphics, super fun with a friend, crazy combos, tons of characters.

**CONS:** Gameplay is a bit mindless, and the slow-paced character release feature can get annoying.

## OVERALL

Fighters don't get much more fun than this – or as time-consuming.

4

OUT OF 5





# QUICK-LOOK REVIEWS

THE INCITE VERDICT ON THIS MONTH'S NEW GAMES

## Air Combat

■ DEVELOPER 3DO ■ PUBLISHER 3DO ■ GENRE Helicopter action ■ PLAYERS 1-4

Although no one seems to know just how many *Army Men* games exist, the good news is that each addition is marginally better than its predecessor. *Army Men – Air Combat* focuses on piloting a helicopter in support of Green ground troops as they face off against the Tan menace yet again. Gameplay remains similar to *Army Men – Air Attack* for the PlayStation, but a more intuitive control system makes for a far more enjoyable flight. The premise is blowing things up and blowing them up often. It's not profound, but it's the very formula that made this country great, and after the concept of a game based on plastic army men wears thin, you're left with a game that is simplistic but undeniably fun. –RB

**The Verdict**

★★★★



**ROCKETS' RED GLARE** A nonstop barrage of gunfire and explosions blankets the game screen, lending the game the feel of a classic shooter.

## Koudelka

■ DEVELOPER Sacnoth ■ PUBLISHER Infogrames ■ GENRE RPG/Adventure ■ PLAYERS 1

Like many games with the potential to be grand but that turn into a disappointing mess, *Koudelka* has a couple of glaring flaws – flaws so bad, it makes it physically painful to play. The battle system is so slow, ugly, and boring, it quickly makes you forget the beautiful cinematics and interesting storyline. And the save system, which lets you save only after beating a boss, isn't great either. And to think this was made by ex-Squaresoft employees. –RL

**The Verdict**

★



**BAD FURNITURE** *Koudelka* is full of strange foes to fight.



**LIGHT MY FIRE** Nice backgrounds are one of this game's few highlights.

## NGEN Racing

■ DEVELOPER Curly Monsters ■ PUBLISHER Infogrames ■ GENRE Aircraft racing ■ PLAYERS 1-2

If the future doesn't turn out to be quite as cool as *Wipeout* suggests, *NGEN Racing* could very well be a prophetic glimpse of racing in the new millennium. Instead of speeding antigravity rocket sleds, you race 20th-century jet fighters, which are apparently available at any local military surplus store. A few upgrades, a fancy new paint job, and *voilà!* – you've got yourself a supersonic racing league. The good news is that despite a somewhat stretched premise, there's some furious racing to be had. A choice of 40 aircraft, 14 venues, and the ability to upgrade your bird keep things interesting. Some competent head-to-head combat and a compelling Powerball mode offer intense two-player action as well. Strangely, while *NGEN's* futuristic world lacks the hip Designer's Republic look of *Wipeout*, you still have to listen to the same tedious techno soundtrack. Go figure. –RB

**The Verdict**

★★★★



**THUNDERSTRUCK** An A-10 shows off its moves – just prior to blowing up.



**FLIGHT CONTROLS** Flying lower in *NGEN* increases engine efficiency.

## RPG Maker

■ DEVELOPER Success ■ PUBLISHER Agetec ■ GENRE RPG Creation ■ PLAYERS 1

To make a good RPG these days, you need a staff comprised of dozens of talented developers, a budget floating around a million dollars, and at least two years to create your masterpiece. Or, on the other hand, you just need a copy of *RPG Maker*. Sure, you don't get quite all the support "real" developers get; after all, who really wants all the money, artists, musicians, and programmers anyway? With *RPG Maker* you pretty much just take the hundreds of prefab elements the game provides, put them together in the way you'd like, and mold your own personal adventure. It takes tons of time and patience to sit down and "create" your own RPG, but providing you have plenty of both, the end result can be quite satisfying. Not anything of *Final Fantasy VIII* quality, mind you (more like *FFII*), but satisfying nonetheless. –RL

**The Verdict**

★★★



**OLD SCHOOL** These graphics come to you straight from 1985.



**SPELL CHECK** It's Weaking Town, but it's where the Weaklings live?



## Legend of Mana

■ DEVELOPER Squaresoft ■ PUBLISHER Square EA ■ GENRE RPG ■ PLAYERS 1-2

Any game that starts with a sprout telling you the world is all in your imagination is worth 10 minutes of your time. And that's all *Legend of Mana* needs to suck you into its bizarre little world, a world that you actually spend a lot of time helping to create. New areas open as you find magical artifacts, and these artifacts transform into new cities with all-new adventures. Each adventure is short and self-contained, with an emphasis on getting into the gameplay quickly. The only problem is that the sense of a larger story is lost due to the game's piecemeal nature. On the other hand, you're not stuck playing for hours on end, either. Not as immersive an experience as it could've been, but still worthy of being called a Square RPG nonetheless. -BS

**The Verdict**

★★★★



**CHOOSE YOUR OWN ADVENTURE** Take an active hand (or finger) in designing the world; you're going to be here for a while.

## Bust-A-Move 4

■ DEVELOPER Acclaim ■ PUBLISHER Acclaim ■ GENRE Puzzle ■ PLAYERS 1-2

It's an activity as old as time: popping bubbles. Kids do it, dogs do it, and for years the *Bust-A-Move* series has been doing it better than anyone else. With fresh new animations, special effects and single-player pulley action, Acclaim makes a classic feel new again. Recommended for all you puzzle fans out there. -EL

**The Verdict**

★★★★



**HELLZAPOPPIN** Start your combos and get ready for the fireworks.



**EASY DOES IT** One bad move and your pulley will go off-balance.

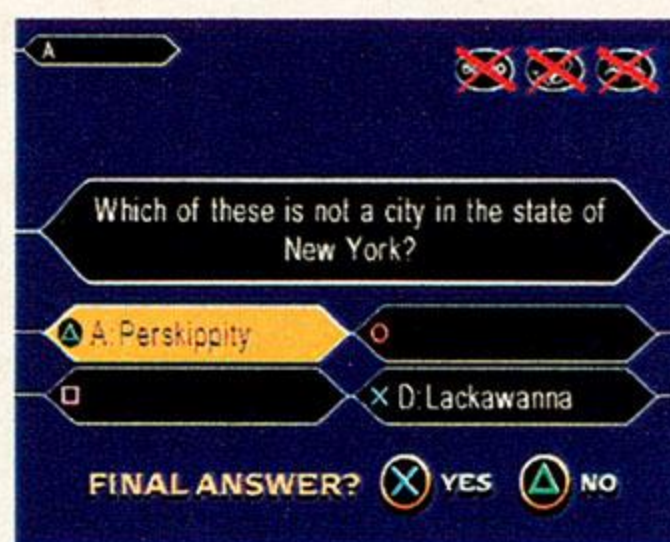
## Who Wants to Be a Millionaire

■ DEVELOPER Jellyvision ■ PUBLISHER SCEA ■ GENRE Trivia ■ PLAYERS 1-2

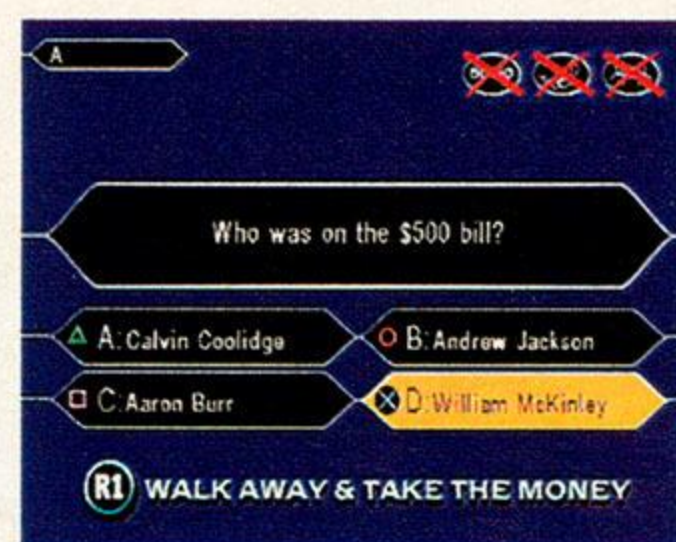
You've watched the TV show. You almost died of laughter when that numbnuts lost on the \$100 question. Now it's your turn to step into the hot seat and wipe the sweat from your brow as that smart-ass Regis asks, "Is that your final answer?" Hell, yeah, it's my final answer, chump; now tell me if I'm right. Hence the frustration of playing the game on your PlayStation – there's no way to speed Regis up. Questions range from history to MTV, but once you give the answer, it takes forever to find out if you're right. That's fine for TV. You're trying to build suspense – and ratings. But by doing it on the game, all you're building is boredom. Games like this should never leave the PC. -JR

**The Verdict**

★★



**FINAL ANSWER** With no more lifelines, do you risk your loot?



**DEAD PRESIDENTS** Bet your cash that McKinley's on the \$500 bill.

## Legend of Dragoon

■ DEVELOPER Sony ■ PUBLISHER Sony ■ GENRE RPG ■ PLAYERS 1

*Legend of Dragoon* could have been so much more. With a staff of at least 100 people, a rumored budget of a few million dollars, and nearly three years in development, this release should have been exactly what it was designed to be: a *Final Fantasy VII* killer. Instead we got a game that more closely resembles *Shadow Madness* than a Squaresoft title. Don't misunderstand here; there's plenty of great content any RPG fan will enjoy, and the cinematics are simply incredible. But when you add overall visuals not as appealing as those of the three-year-old *Final Fantasy VII*, sucky music, a battle system that takes ages to get interesting, and the very linear feel of the game flow, *Legend of Dragoon* ends up being more a good way to waste time before *Chrono Cross* arrives than anything else. -RL

**The Verdict**

★★



**LOOKS FAMILIAR** Town and dungeon graphics are similar to *FFVII*'s.



**OUTDOOR ATTACK** Get used to the battles; there are a lot of them.



# Doh!

That \$36 would've gotten me  
on a Greyhound to Graceland!!



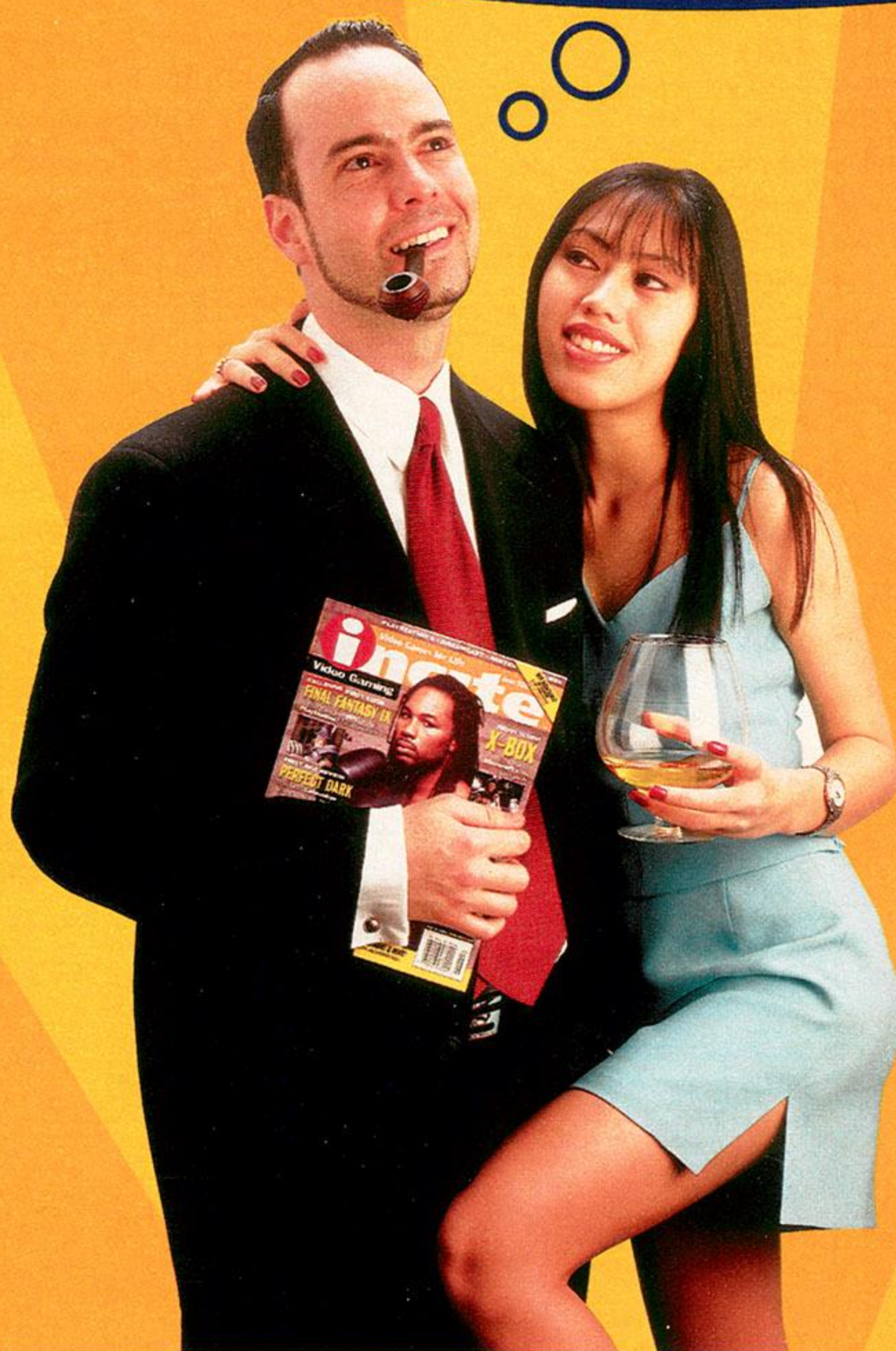
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**TOTAL TIME:**  
0:55.410

**BEST LAP TIME:**  
0:39.588

**LAP TIME:**  
1:15.661

**LAP: 2/2**  
**POS: 7/12**  
**GAP: -0:00.000**

**105 MPH AT 5**

**select play**

**OFFICER DICK**

STATS

SPEED	50
AIM	100
BALANCE	100
AGE	34
BOOK	100
HOMETOWN	WAKE WOOD
STAND PRO	25
STANCE	REGULAR
TILT	51

Character preview: A police officer in a blue uniform, holding a baton, standing on a platform.

Controls: **select** **accept** **back**

Score: **50**

Gameplay: **comp 2** **comp 3**



# Nintendo Codes

Some foul-mouthed brats get a hold of some very powerful weapons, and driving gets a whole new look



## South Park

### All Cheats Enabled

BOBBYBIRD

### Level Select

THEEARTHMOVED

### Invincibility

ASSMAN

### All Weapons

FATKNACKER

### Infinite Ammo

FATTERKNACKER

### All Characters in Multiplayer

OMGKKYB

### Starvin Marvin Unlocked

SLAPUPMEAL

### Phillip Unlocked

PHAERT

### Terrance Unlocked

RAFT

### Mr. Garrison Unlocked

DOROTHYSFRIEND

### Mr. Mackey Unlocked

CHEATINGISBAD

### Chef Unlocked

LOVEMACHINE

### Wendy Unlocked

## CHECKATACO

### Pip Unlocked

FISHNCHIPS

### Ike Unlocked

KICKME

### Ms. Cartman Unlocked

ALLWOMAN



### Mephisto Unlocked

GOODSCIENCE

### Jimbo Unlocked

STARINGFROG

### Ned Unlocked

HAWKING

### Big Gay AI Unlocked

OUTRAGE

### Officer Barbrady Unlocked

ELVISLIVES

### Alien Unlocked

MAJESTIC

### Skinny Unlocked

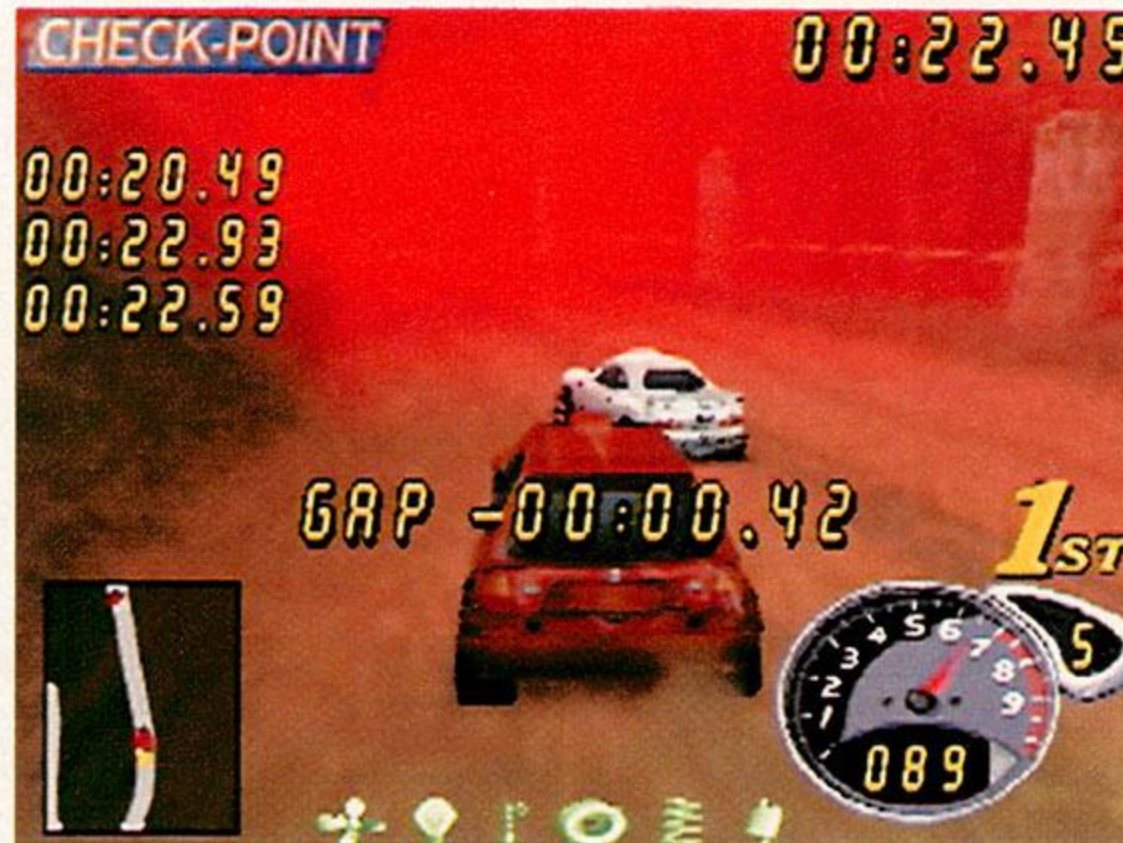
VGGIEHEAVEN

### Big-Head Mode

MEGANOGGIN

### Pen-and-Ink Mode

PLANEARIUM



**ROAD RAGE** After Tom's paint job got scratched by the Audi, he saw red. What happened next is for the courts to decide.

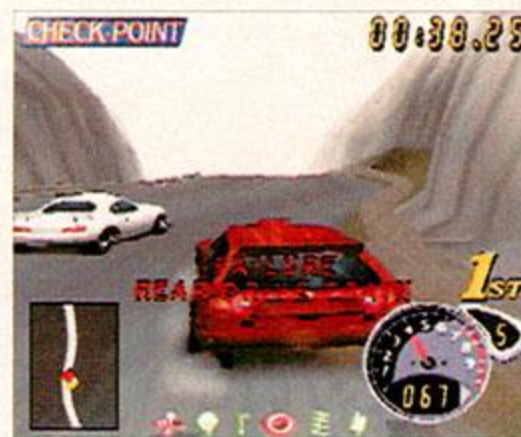
## Top Gear Rally 2

### 100,00 Sponsor Credits in Support Van

Press L, Z, Start, L, L

### Chubby World

Press Z, C-Right, L, Up, Right



## High-Res Mode (Requires Expansion Pak)

Press C-Left, C-Left, Left, L, L

### Max Champ Points in Support Van

Press L, C-Up, Left, L, L

### No Damage or Failures



Press L, Z, Start, Up, Up

### No Depth View

Press Z, C-Right, R, Up, Right

### Repair Power

At the "Race Description" screen, press L, Z, R, L, and Start

### Speed-Warp View

Press Z, C-Left, R, Up, Right

### Speed-Based Aspect Ratio

Press Z, C-Left, L, Up, Right

### Topsy-Turvy

Press C-Up, Z, Start, Up, Down

### Wobble Tire

Press R, C-Right, Start, Down, Z

### Volcano Valley World

At the "Title" screen, press C-Left, Z, R, L, Down



# PlayStation Codes

A walking crocodile gets to live forever, a skeleton gets a big head, and toy cars are at your disposal

## Croc 2

### Cheat Mode

At the "Title" screen, hold L1 and press Triangle, Left, Left, Square, Up(2), Left, Circle, then while playing a game, press L2 + R2 to display a cheat menu

### Infinite Lives

At the title screen, hold L1 and press Circle, Down, Left, Up, Right,



Triangle, Down

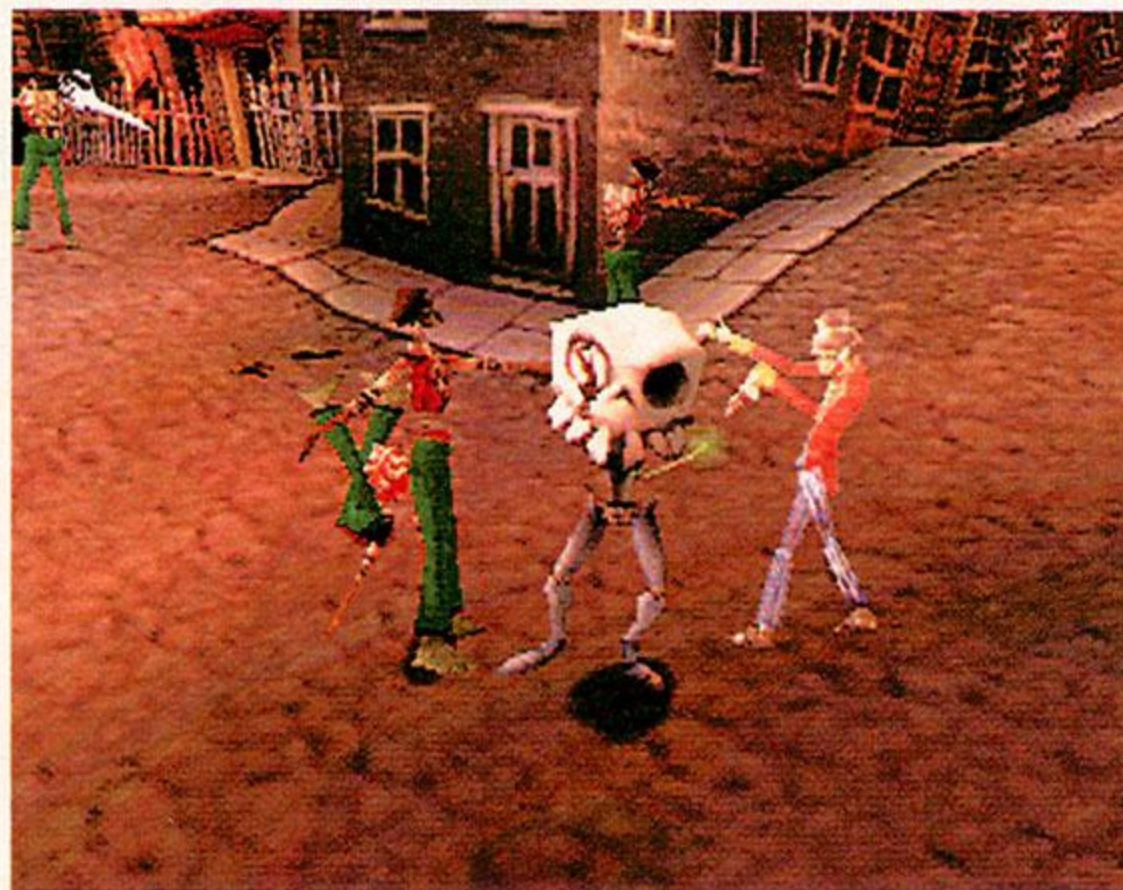
### Infinite Crystals

At the title screen, hold L1 and press Square, Square, Circle, Down, Left, Right, Left, Right, then while playing a game, hold R2 and press Square to add 100 crystals to your inventory; repeat as many times as necessary

## MediEvil 2

### Cheat Mode

Pause the game, hold L2 and press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left; a cheat menu will appear at the bottom of the menu



**SWEET HEREAFTER** If videogames are correct, then we'll all be battling fashion victims in New Orleans after we die. Yay!



## Re-Volt

### All Tracks

Enter "TRACKER" as your name. Press Up at the track selection screen to toggle mirrored (M) tracks or Down to toggle reversed (R) tracks. You can go back to the name-entry screen to add more codes after this one.

### All Cars

Enter "CARNIVAL" as a name





# GameShark Codes

A big, hearty helping of PlayStation codes along with a couple dashes of N64 and Dreamcast for flavor

## Grind Session



With these codes you can easily unlock the Dream House and Master Ao.

### All Tech Lines - NYC

8009F6D8000A

### All Tech Lines - San Francisco

8009F6DC000A

### All Tech Lines - Burnside

8009F6E0000A

### All Tech Lines - Atlanta

8009F6E8000A

### All Tech Lines - London

8009F6EC000A

### All Tech Lines - Detroit

8009F6F0000A

### 1st Place - Slam City

8009F6240001

### 1st Place - Huntington

8009F6340001

### Max Score - All Levels

800A3F3A0001

800A3F38869F

### All Trick Points - NYC

8009F6182710

### All Trick Points - San Francisco

8009F61C2710

### All Trick Points - Burnside

8009F6202E00

### All Trick Points - Atlanta

8009F6284E20



### All Trick Points - London

8009F62C7530

### All Trick Points - Detroit

8009F6309C40

### All Pro Points - NYC

8009F6584E20

### All Pro Points - San Francisco

8009F65C7530

### All Pro Points - Burnside

8009F6609C40

### All Pro Points - Atlanta

8009F668EA60

### All Pro Points - London

8009F66C1170

8009F66E0001

### All Pro Points - Detroit

8009F6703880

8009F6720001

### All Items Hit - Detroit

8009F6B0000A

### All Items Hit - NYC

8009F698000A

### All Items Hit - San Francisco

8009F69C000A

### All Items Hit - Burnside

8009F6A0000A

### All Items Hit - Atlanta

8009F6A8000A

### All Items Hit - London

8009F6AC000A



**FOUR-PLAY** As soon as John put the new attachment on his device, he was able to satisfy four aliens at once.

800A63C803E7

800A63BE03E7

### Always Have Orbs P1

800A63520003

### Infinite Health P2

800A69EE0063

### Infinite Lives P2

800A69BC00063

### Infinite Ammo P2

500012020000

800A6A2003E7

800A6A1603E7

### Infinite Grenades P2

800A6AD00063

### Rapid Fire P2

800A69DC0000

### Always Have Orbs P2

800A69AA0003

### Have All Keys

800B6BAC0500

### Fatal Fury: Wild Ambition

#### Sudden Death Mode P1

D00AC04001B5

800ACE9A0001

### Sudden Death Mode P2

D00AC04001B5

800AE6BA0001

### Front Mission 3

#### Shunyo Max HP: Body

801E4FD203E9

801E4FD401DD

#### Shunyo Max HP: Left Arm

801E503203E9

801E50340246

#### Shunyo Max HP: Right Arm

801E506203E9

801E50640246

#### Shunyo Max HP: Leg

801E500203E9

801E50040207

#### Shunyo Max HP: Body

801E523E03E9

801E524001DD

#### Shunyo Max HP: Left Arm

801E529E03E9

801E52A00246

#### Shunyo Max HP: Right Arm

801E52CE03E9

801E52D00246

#### Shunyo Max HP: Leg

801E526E03E9

801E52700207

#### Zenislev Max HP: Body

8011A01603E9

8011A01803E9

#### Zenislev Max HP: Left Arm

8011A01603E9

8011A07803E9

#### Zenislev Max HP: Right Arm

8011A0A603E9

8011A0A803E9

#### Zenislev Max HP: Leg

8011A04603E9

8011A04803E9

#### Kyojun Max HP: Body

8011A4EE03E9

8011A4F003E9

#### Kyojun Max HP: Left Arm

8011A54E03E9

8011A55003E9

#### Kyojun Max HP: Right Arm

8011A57E03E9

8011A58003E9

#### Kyojun Max HP: Leg

8011A51E03E9

8011A52003E9

#### Drake M2C Max HP: Body

8011A28203E9

8011A28403E9

#### Drake M2C Max HP: Left Arm

8011A2E203E9

8011A2E403E9

#### Drake M2C Max HP: Right Arm

8011A31203E9

8011A31403E9

#### Drake M2C Max HP: Leg

8011A2B203E9

8011A2B403E9

### Gekido

#### Infinite Lives

800BE1640009

## Nintendo 64

### Fox Sports College Hoops '99

#### Programmers Team

810970880100

#### Z-Axis Stadium

80098E980088

#### Final Four Stadium

80098E980089

### Star Wars: Rogue Squadron

#### Infinite Lives

801216E00008

#### Infinite Secondary Weapons

800FE6220008

#### Have All Vehicles/Levels

8012171D007E

#### Extra Shields

81128A4C4316

#### 99 Kills

801217550063

## PlayStation

### Expendable

#### Infinite Health P1

800A63960063

#### Infinite Continues P1

800A06180005

#### Infinite Lives P1

800A63640063

#### Max Score P1

800A63446E7F

800A63460651

#### Stop All Timers

800A0834012B

#### Rapid Fire P1

800A63840000

#### Have All Passcards

800B6B840101

800B6B820100

800B6B860001

#### Infinite Ammo P1

500012020000

## With Every New Console Comes a GameShark, Guaranteed!

Dreamcast, PlayStation 2... What else ya got?

Some months ago we revealed to you the upcoming, very nearly completed GameShark CDX for Dreamcast. After a few technical glitches here and there and some unforeseeable setbacks, it's almost here. Perhaps you have one in your system as this article hits the shelves. Either way, know that it's coming and it's bad-ass. You know what it does and why you should have one. You know

what GameShark has done on the PlayStation, N64 and Game Boy. You know that all the cool kids have one. And you know that you're going to get beat down one too many times without one...in your games, that is.

After a very enlightening and overwhelming E3, we now stand poised on the verge of new consoles and a new era of gaming. With all this comes more new GameSharks, as could probably

have been predicted. We saw it with our own eyes, displayed in the InterAct booth, in all its glory: a PlayStation 2 GameShark CDX box, with the beautiful words, "Coming Soon" etched on it. Perhaps common sense tells us there would naturally be a GameShark for the PlayStation 2. But now we know, and knowing is half the battle. The other half is popping in your GameShark CDX and causing destruction of varying degrees.



**P1 Press R2 to Refill Health**

D00B6C52FDF  
800BE1460900

**P1 Max Rage Gauge**

800CE48603E8

**P1 Infinite Special Move**

800CE4820FFF

**P2 Press R2 to Refill Health**

D00B6C74FDF  
800BE2E60900

**P2 Max Rage Gauge**

800CE5D603E8

**P2 Infinite Special Move**

800CE5D20FFF

**Unlock All Characters**

800B7170FFF

**Unlock Team Battle Mode**

800b722c0001

**Unlock Street Gang Battle Mode**

800b72440001

**Unlock Survival Mode**

800b72380001

**Unlock Shadow Fighter Mode**

800b72200001

**JoJo's Bizarre Adventure**

**Infinite HP (Story Mode)**

D30B27E02801

800B27E06405

**Infinite Fight Health**

(Story Mode)

D30CDEBA0001

800CDEBA0090

**Infinite Super Combos**

(Story Mode)

D00D08A20001

800D08A20003

**Easy Fights (Story Mode)**

D00CE24A0090

800CE24A0000

**Infinite Health - Judgement -**

(Story Mode)

D30D7C5A0070

800D7C5A0090

**Infinite Super Combos -**

**Judgement - (Story Mode)**

D00D2B620002

800D2B620003

**Mega Man Legends**

**Have All Special Weapons**

800BE410FFF

**Infinite Health**

800B521E00C4

**Infinite Zenny**

800C1B2C423F

800C1B2E000F

**Monster Rancher 2**

**Have All Monster Cards**

5000CC020000

8009908C0101

**Maximum Funds**

80098FBC00FF

80098FBE05F5

**All Techniques**

80097B98 0001

80097B9A 0001

80097B9C 0001

80097B9E 0001

80097BA0 0001

80097BA2 0001

**Need for Speed: High Stakes**

**Enable Durham Road**

80115D2C0001

**Enable Celtic Ruins**

80115D240001

**Enable Raceway 1**

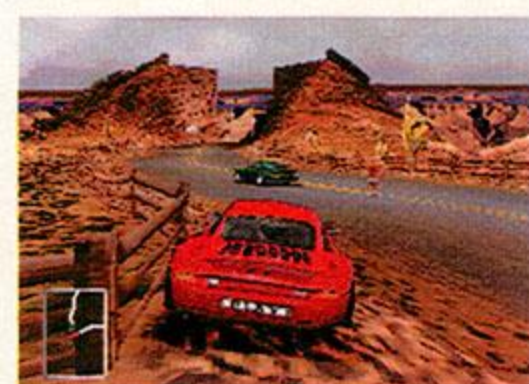
80115D340001

**Enable Raceway 2**

80115D300001

**Enable Raceway 3**

80115D380001



**Enable Snowy Ridge**

80115D100001

**Enable Dolphin Cove**

80115D180001

**Drunk Mode**

8013E6AC001F

**Heavy Car**

801144DC0002

**Light Car**

801144DC0004

**No Repair Bill**

80180E280000

**Dash View**

8011491C0001

**NHL Rock the Rink**

**Red Team Scores 0**

8009009C0000

**Blue Team Scores 0**

800900E80000

**Red Team Starts With 5 Goals**

D009009C0000

8009009C0005

**Blue Team Starts With 5 Goals**

D00900E80000

800900E80005

**Nightmare Creatures II**

**During Game Press L1+L2 to**

**Open Cheat Menu**

D01FCEDEF3FF

800AB5E00209

D01FCEDEF3FF

800B9294001F

D01FCEDEF3FF

800B9294 001F

**Enable Hero Unlimited**

**Live Cheat**

800AB4280001

**Enable Unlimited**

**Power-Up Cheat**

800AB4380001

**Enable Display Hero Live Cheat**

800AB4480001

**Enable Unlimited**

**Continue Cheat**

800AB4580001

**Enable Kill Enemy Cheat**

800AB4680001

**Press Select+O at Main Menu**

**for Level Select**

D01FCEDEDFE

800B93000001

D01FCEDEDFE

801FFF040001

**Press Select+L2 During Game**

**to Activate Debug Mode**

D01FCEDEF3FF

800B92F01FFF

**Spec Ops: Stealth Patrol**

**Infinite Ammo Ranger 1 & 2**

**All Missions**

D002676C0000

8002676E2400

**Infinite Explosives Ranger 1 & 2**

**All Missions**

D0032FB8013A

80032FBA2400

**Infinite Health Ranger 1 & 2**

**All Missions**

D00254C00039

800254C62400

**Infinite Mission Time**

80065EBCDDF8

**Vagrant Story**

**Press O for Full MP**

D005E1C00020

8011FA5C03E7

D005E1C00020

8011FA5E03E7

**Max Score**

8010A460E0FF

8010A46205F5

**Press and Hold O During Attack**

**for a 999 Hit**

D005E1C00020

801FBC8403E7

**Press O for Excellent**

**Right-Arm Status**

D005E1C00020

8011FDD800C8

**Press O For Excellent**

**Left-Arm Status**

D005E1C00020

8011FEB400C8

**Press O for Excellent**

**Head Status**

D005E1C00020

8011FF9000C8

**Press O for Excellent**

**Body Status**

D005E1C00020

8012006C00C8

**Press O for Excellent**

**Legs Status**

D005E1C00020

8012014800C8

**Press O for Full Health**

D005E1C00020

8011FA5803E7

D005E1C00020

8011FA5A03E7

**Press O for Maxed Risk**

D005E1C00020

8011FA600064

**Press O for Low Risk**

D005E1C00020

8011FA600000

**WWF Smackdown**

**Infinite Creation Points**

D00ED41A0001

800ED41A0032

**Enable All Characteristics**

80090700FFFF

80090702FFFF

80090704FFFF

80090706FFFF

80090708FFFF

8009070AFFFF

8009070CFFFF

8009070EFFFF

80090710FFFF

80090712FFFF

80090714FFFF

**Enable All Heads**

80090F7CFFFF

**Enable All Tops**

80090F90FFFF

80090F92FFFF

**Enable All Bottoms**

80090FA6FFFF

80090FA4FFFF

**Exclusive Code! Dreamcast By CodeBoy**

**Mortal Kombat Gold  
Play With Meat**



A million suggestive jokes and one-liners are flowing through my head about the title of this month's feature code. Meat's just too funny a word not to giggle and make schoolyard jokes about. So anyway, fill in your own witty comments as you pop in **Mortal Kombat Gold** and start playing with your Meat.

No need to play through a perfect session of MK Gold to earn this character for one or two rounds; you can now use this elusive character on every mode in the game. Just select the character whose moves you want to use and hit Start. They'll quickly be stripped of their flesh to reveal a physique only Slim Goodbody could love.

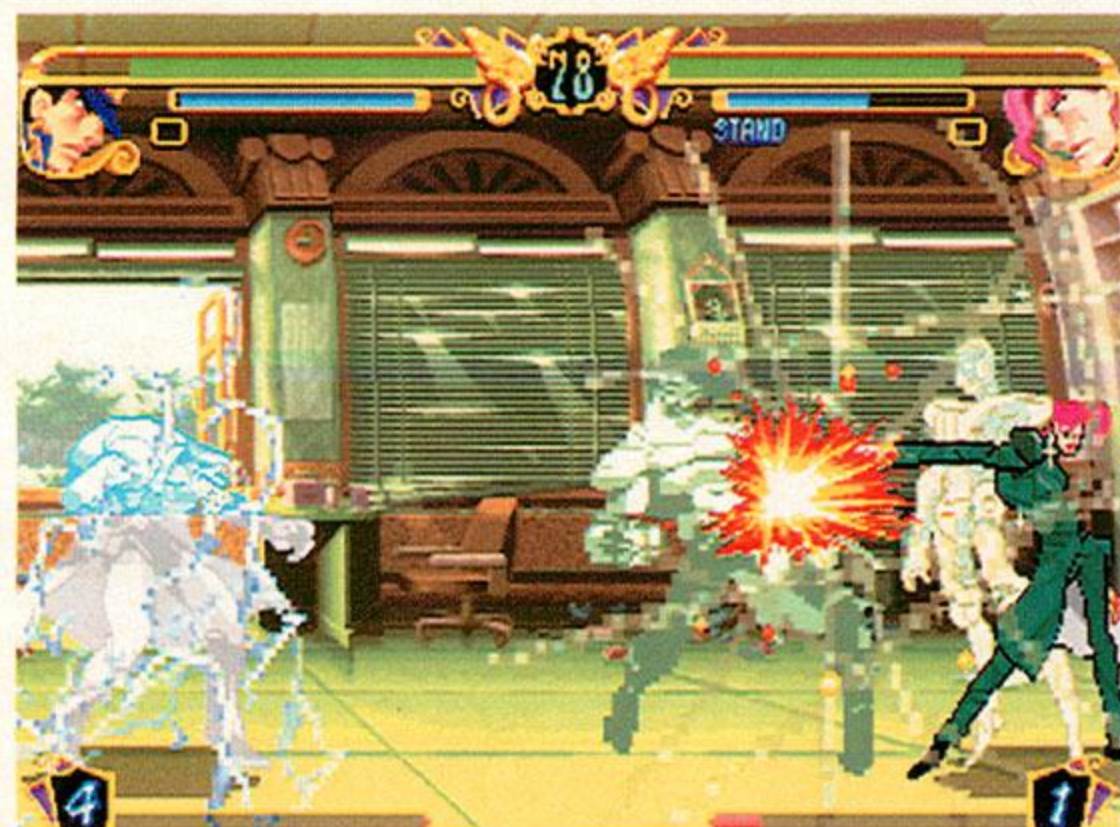
**P1 Play as Meat:**

8693874300000001



**P2 Play as Meat:**

D398899C00000001

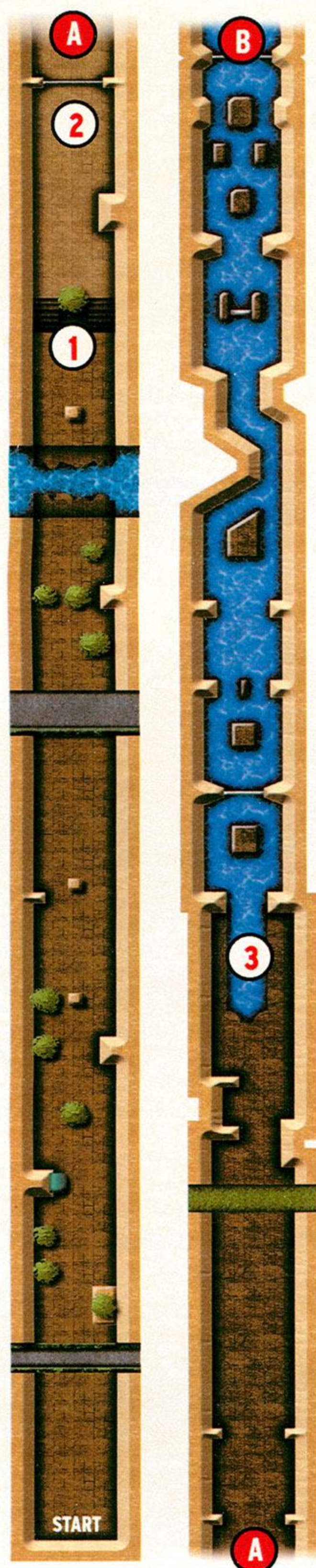


**SHADOW BOXING** Area psychics project images of themselves into the real world to beat the crap out of the school bullies.



# The Force Will Be With You

So, you breezed through the first few levels in *Jedi Power Battles* without a hitch, but suddenly even the Force can't seem to help you? That's why we're here, young Jedi. Read on to complete your training (and the game).



## LEVEL 8 Streets of Theed

### How do I proceed to the higher level?

**1.** At this point, there's a raised area in the middle of the road with a tree on top. On either side, steps run up to the higher level. If you are not in line with one of these ramps as you approach, you'll run headlong into the wall in the middle. Flying higher won't help you here.

### How do I get past the gate?

**2.** This is simple enough to avoid if you start shooting well in advance. Be careful, though: If you are a little off, you'll shoot the battle droids standing in front of it, which doesn't help at all. You'll also die in the explosion if you shoot the gate at the last moment.

### What do I do when I reach the pool?

**3.** Because you are flying the STAP, the water doesn't harm

you at all. In fact, most of this level is played over the canals of Theed. Obviously, the battle droids don't hang around in the water; instead, they line the shores. So, to get at them, you have to steer toward the banks so your shots can go off at an angle. The droids also inhabit islands in the center of the canal, which, in general, you must go around.

### 4. Okay, so how do I get around the piers?

The piers and islands are low enough for you to fly straight over, saving time and making shooting the droids easier.

### 5. Why do I die when I try to fly through the doorway?

There are two doors here, so if you shoot only the first one, it's not enough. You must shoot twice before trying to pass through the doorway. This is much easier if you start shooting before you actually reach the doors.

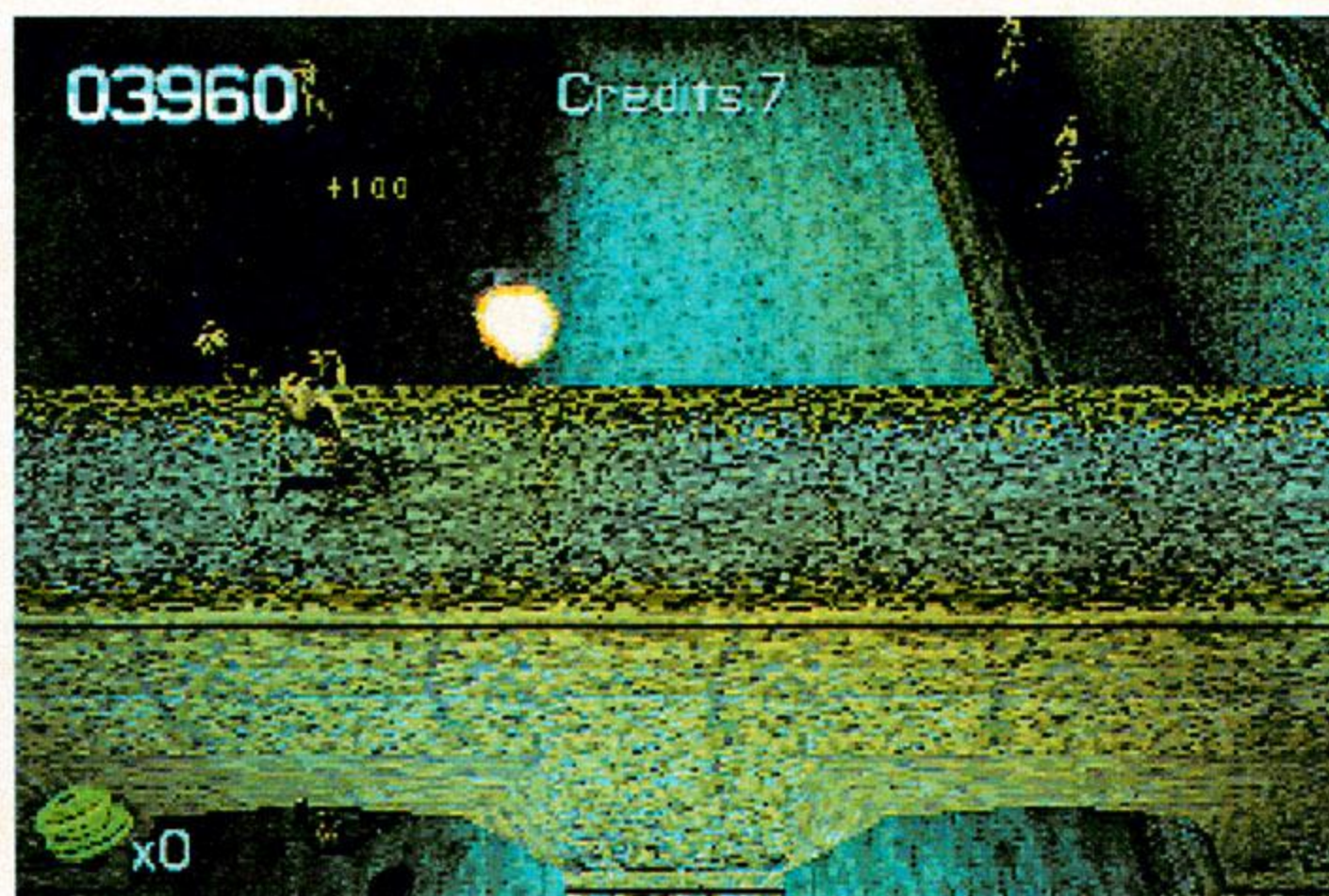
### 6. How do I get past the wall at the end of the pool?

You can survive this obstacle by getting up onto either side of the shoreline. The banks

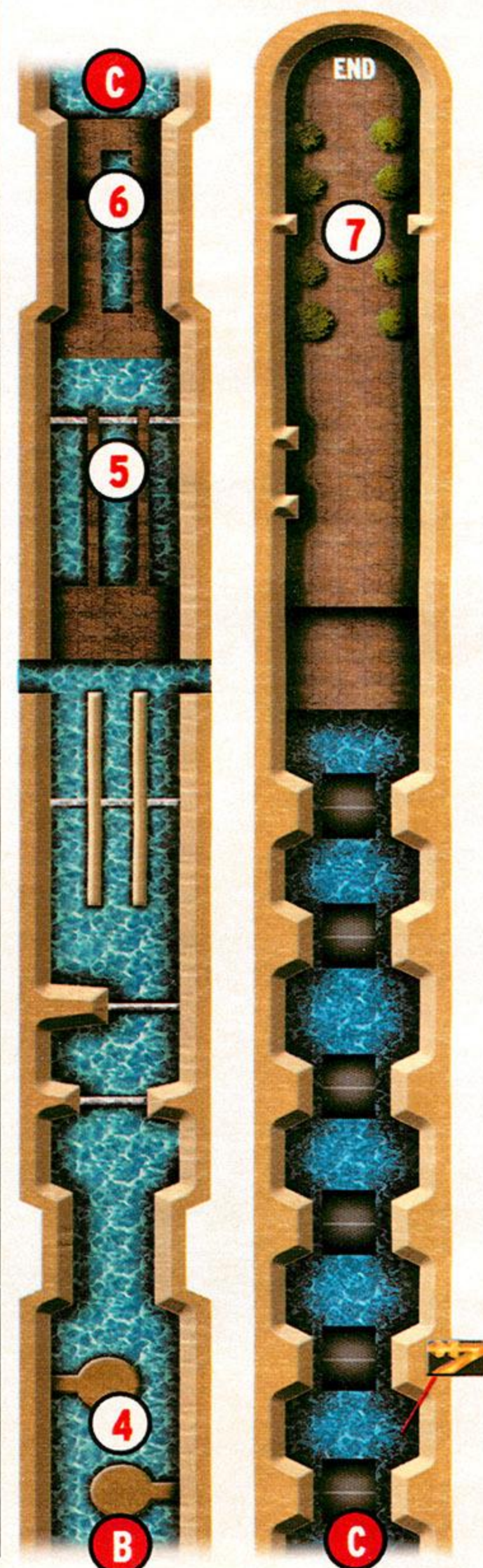
slope up to meet the upper level and take you with them. If you stay in the pool, you'll crash into the wall at the end. Again, flying higher is not enough to save you here.

### 7. How do I get through the legions guarding the final stretch?

As you approach the final stretch, you'll encounter legions of destroyer droids. You can whittle down their numbers as you approach. Pick a side and attack that column but vary your speed to avoid being shot by the units in the other column. Or you can fly between them if you're feeling lucky, and blast away at the foes on both sides.



**NOWHERE TO HIDE** It's possible to take the droids off the bridges by angling your STAP upwards before shooting.





## LEVEL 9

# Palace Cliffs

### Is there a quick way down the cliff?

**1.** The quickest way down is to drop past some of the intermediary ledges. If you aim really well you can simply plunge most of the way down the cliff. But if you come too far forward or to the side, or if you miss your ledge, then you'll fall to a messy death. Even if you hit a ledge, there is a fair chance you will take damage from the fall. There are health items around if you want to take the chance.

### Why do I fall down the cliff after landing on certain ledges?

**2.** Some of the ledges, especially the small ones near the start, crumble away when you land on them. Check out the map to see which ones are dangerous and avoid them. If you need to use one to get where you're going, then jump



**TREASURE HUNTING** Head for the balcony up to the left of the stairs.

again as soon as you've landed on it.

### What keeps shooting me?

**3.** While you are descending the cliffs you will be constantly harassed by STAPs. There are two ways to deal with them: Take a moment to deflect their shots back and destroy them once and for all or simply run around quickly (you are against the clock, after all) and dodge all of their shots.

### Where do I go when I reach the palace balcony by the waterfall?

**4.** Once you've crossed the bridge over the waterfall, you should head to the far right-hand side and jump over the balcony. This puts you back onto the cliff, ready to ascend the opposite side. However, if you have the time, you can take a quick detour to the front of the screen and collect yourself an extra life.

### Is there anything out on the cliffs here?

**5.** After climbing the two ledges from the top of the steps, you're presented with the choice of going left or right. Your decision here should depend on how much time you have left. If you need to push on, the path to the right takes you up to the palace (where you can rescue the pilots). The path to the



**WHERE ARE THE PILOTS?** At the palace wall there are six windows. Just run up to them and you'll be transported to the room inside.

left leads you up several ledges to a remote balcony loaded with power-ups.

### Is there anything out on the cliffs here?

**6.** There is nothing across the cliffside, but you can actually jump around over these cliffs if you find yourself falling off the ledges at any point. Don't get too carried away, though, because it isn't easy, and you can quickly fall to your death.

### Where are the six pilots?

**7.** You need to rescue five pilots within the 400 seconds to complete this level. These pilots are found through the windows of the palace at the top of the far cliffs. Each one is guarded by a different group of enemies. They have been marked on the map with

six letters:

**A:** Three destroyer droids (grappling modifications).

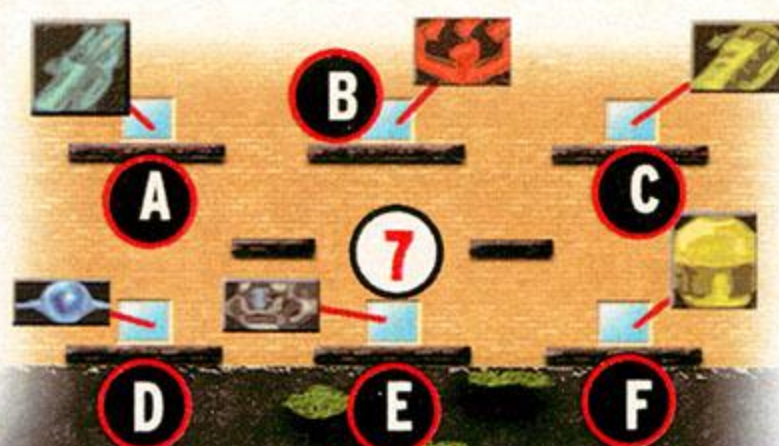
**B:** Three destroyer droids (normal configuration).

**C:** Three battle droids with rifles.

**D:** Three battle droids with flamethrowers.

**E:** Three battle droids with grappling modifications.

**F:** Four security battle droids. If you can, collect all six pilots. Otherwise, decide which of those groups you least want to face and leave them out.







**STOPPING THE FANS** These control panels power the fans below. Destroy them and you can cross the bridge to the left.

## LEVEL 10

# Final Battle

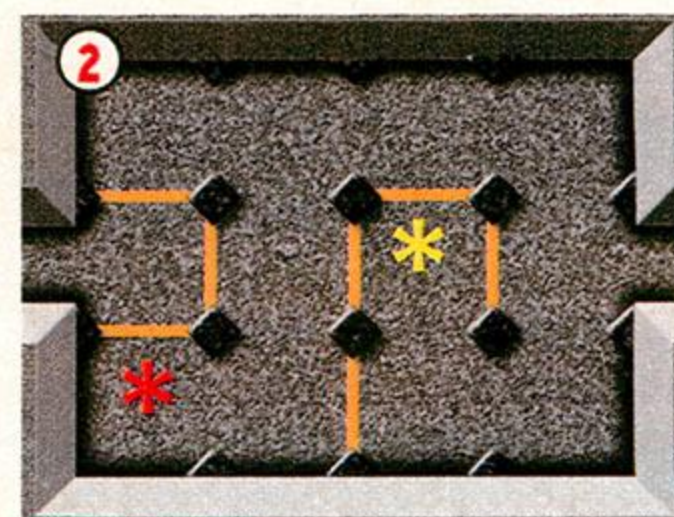
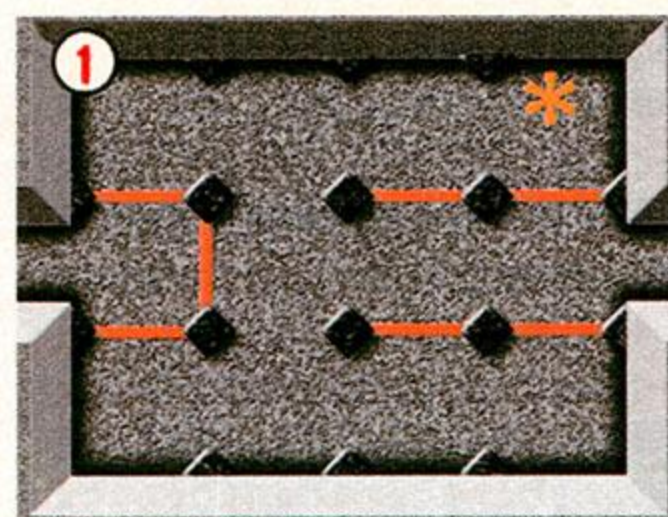
### 1. How can I fight Darth Maul when I first meet him?

Darth Maul makes repeated appearances throughout this level. Here, he'll fight you with a series of attacks from his double-bladed lightsaber, including an aerial spin, as well as a force blast (similar to Qui-Gon Jinn's shockwave attack). He'll also run incredibly fast and jump to get out of the way. The

simplest way to slow him down is to use a barrage of fast attacks (such as the slash), along with force attacks (such as shockwave and the energy ball). After enough punishment, he'll retreat a little. Then, after a bit more violence, he'll run off for a while.

### 2. How do I get onto the top ring?

Whatever you do, don't step into the purple light. It quickly whisks you up into the air and then you'll have to try again. Instead, stand on the original



platform, next to the control panel (which can be destroyed for an extra 50 points). From there, you can perform a Jedi double jump to get onto the upper platform.

### 3. How do I fight Darth Maul on the energy bridge?

Darth Maul hasn't varied his tactics at all since your last encounter, so you can just carry on with the same tactics as before. If you're fast enough, you may well have the advantage of a blade amplifier for this fight as well. After some brutalization, he'll eventually run off again.

### 4. How do I get down to the lower rings?

This is a bit trickier than getting up. First, get any power-ups you want and then step off the edge of the

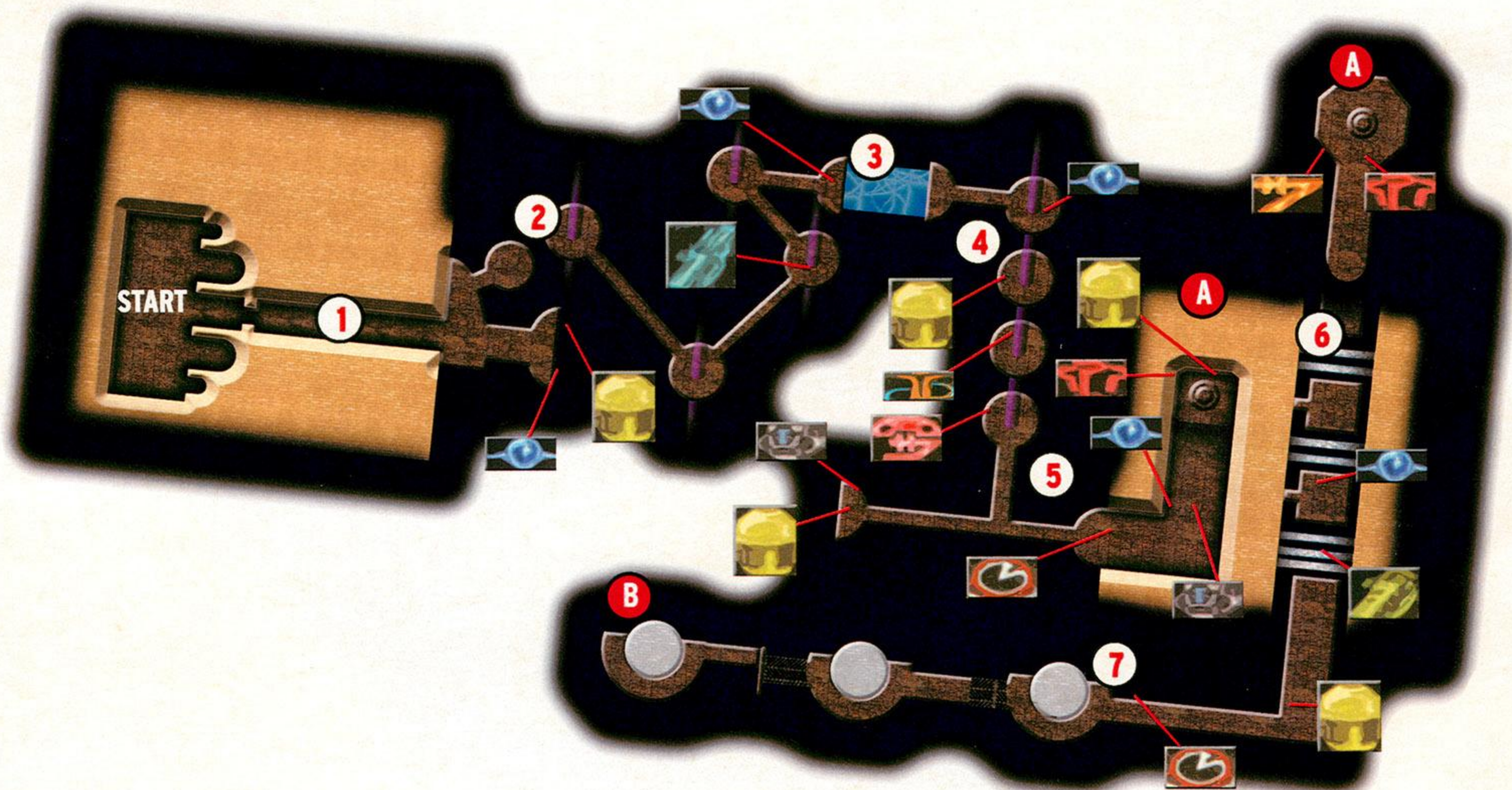


**FIGHTING DARTH MAUL** The final boss, Darth Maul, is pretty tough.

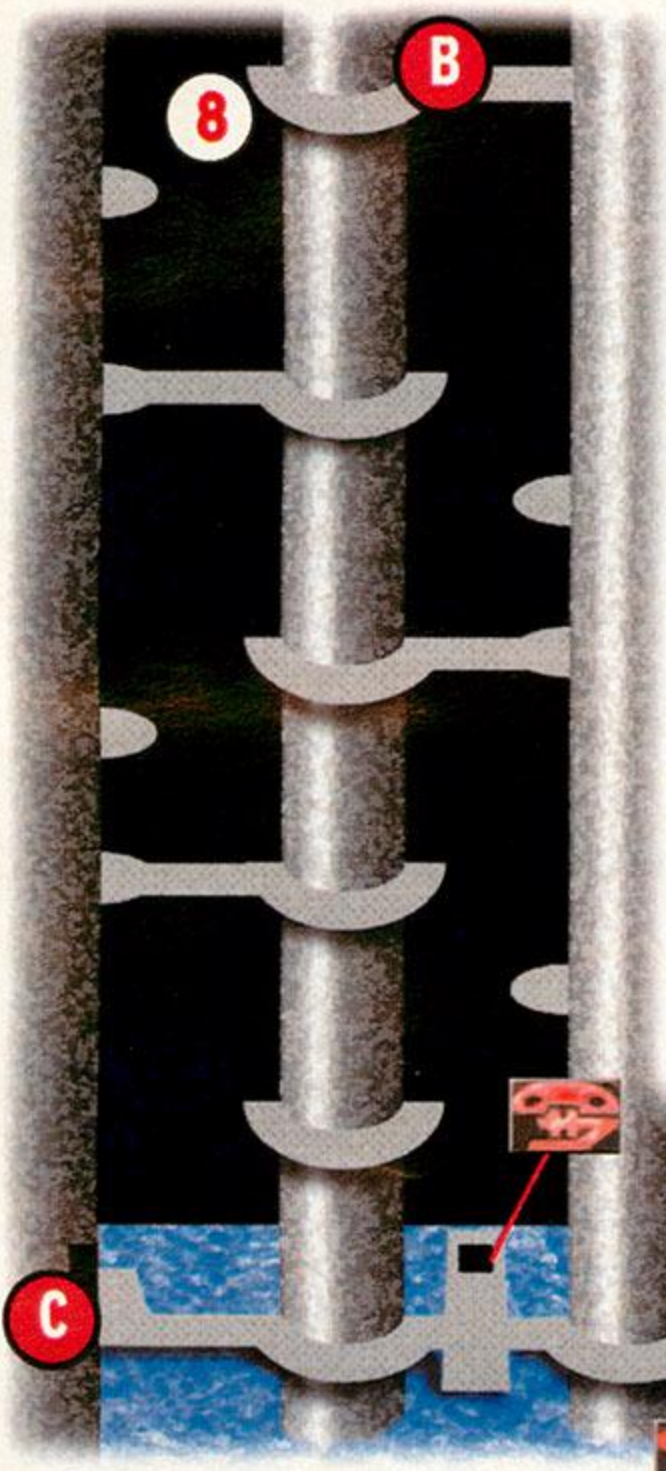
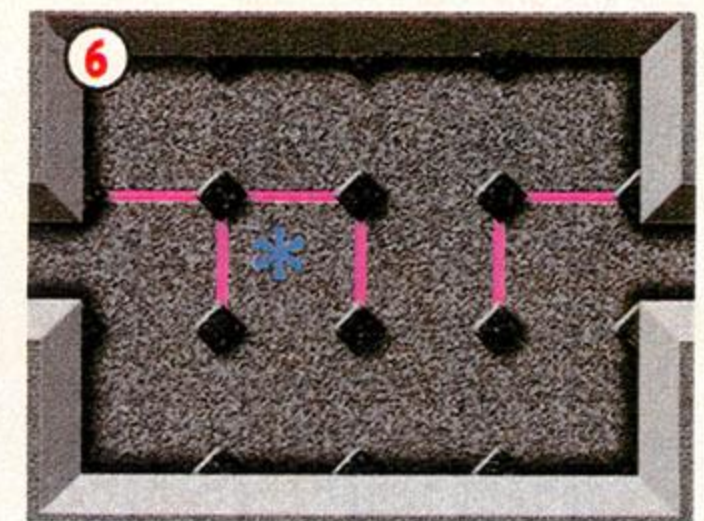
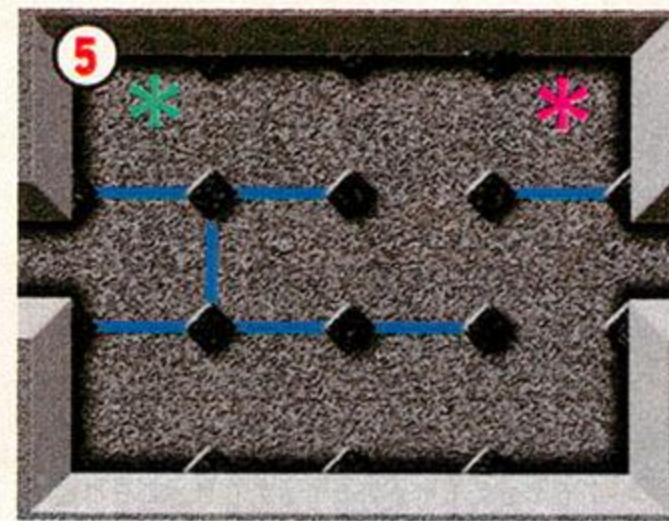
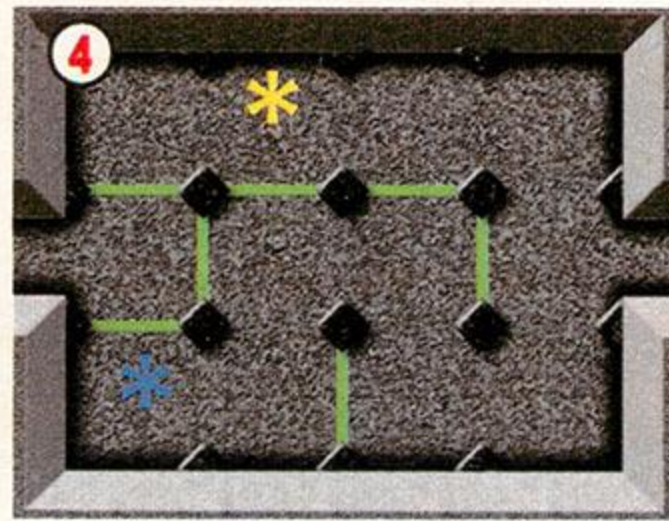
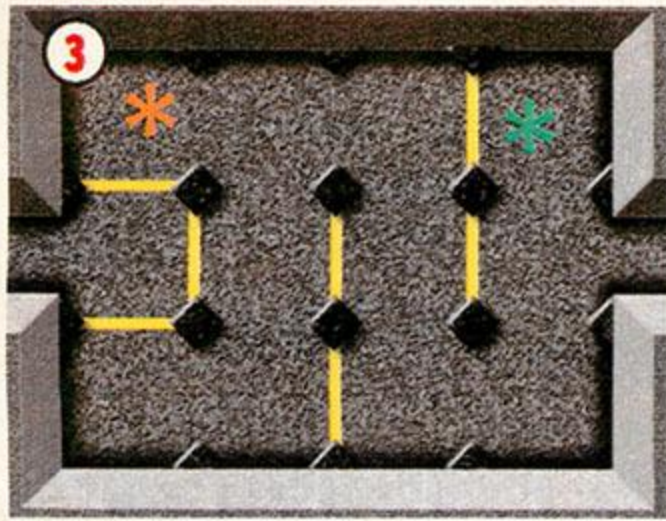
platform. As you fall past the next level, press Jump and direct yourself at the walkway. If this is done properly, you should land neatly on the next ring. You can then descend all the way to the fourth ring, grabbing all the power-ups as you go.

### 5. How can I fight Darth Maul after descending the four rings?

Darth Maul will start to vary his tactics: He'll now also use







for him to complete an arc and then charge at him with a series of fast attacks. Again, he isn't hitting you while he is off-balance, so keep him under a lot of pressure. After a while, he'll retreat toward the dead-end, and then he'll eventually run off to the right of the screen.

#### How do I get past the vertical energy beams?

**6.** Watch the sequence as the beams sweep left and right. The one at the front of the screen pauses at the end of its run. So wait until they get into step and then take a running jump when they are moving away from the middle. When you

#### Where do I go once I've switched off the third fan?

**8.** Look down to your left from the far left of the walkway. You should be able to see a lower platform on the far wall. Jump for this and you can then see another platform beneath that one. Drop down there; you'll be on a walkway similar to where you started. There is another control panel to turn off the fan beneath you here. Then you can repeat the procedure on the right-hand side. Keep doing this until you reach the ground.

#### How do I get through the room with the barriers of light?

**9.** This room is divided into a 3x4 pattern, with the partitions moving when you reach certain positions (marked with a star on the maps above, Nos. 1-6). Follow the series of diagrams shown in the maps to move the barriers through the sequence from red to violet. If you step into the wrong area, the sequence will go back a step. When you get to violet, you can get out the far side, ready for the home stretch. It is also worth noting that most of the scenery here is breakable, for 50 points a shot.

#### How can I get across the chasms?

**10.** This section is very irritating. If you fall down any

of the chasms, you'll have to start back at the top of the fan columns – so, for your own sake, try to get this right the first time. The smaller jumps can be cleared neatly with your basic jump from the previous edge. The wider gaps require the Jedi power jump. Try to run through the entire thing without stopping to keep up your momentum, but do stop when you reach the red lights. (We probably don't need to tell you this needs to be timed carefully). Then you



#### FINDING A FEW MORE POINTS

Destroy all the panels in the room.

can bounce across without getting hit by any of them.

#### How can I defeat Darth Maul once and for all?

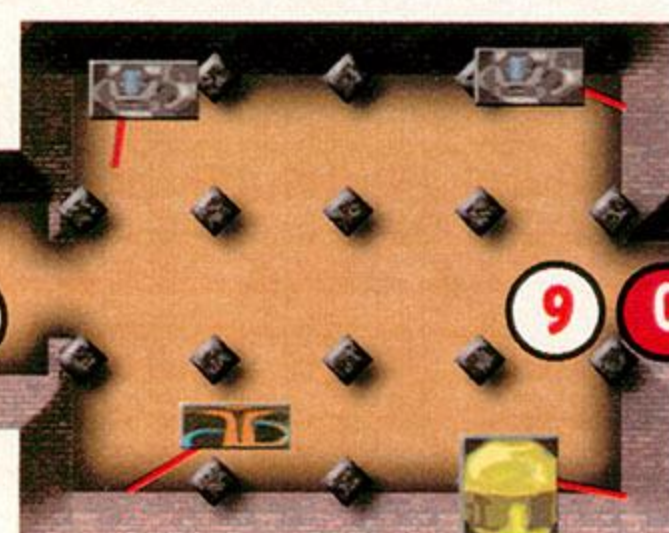
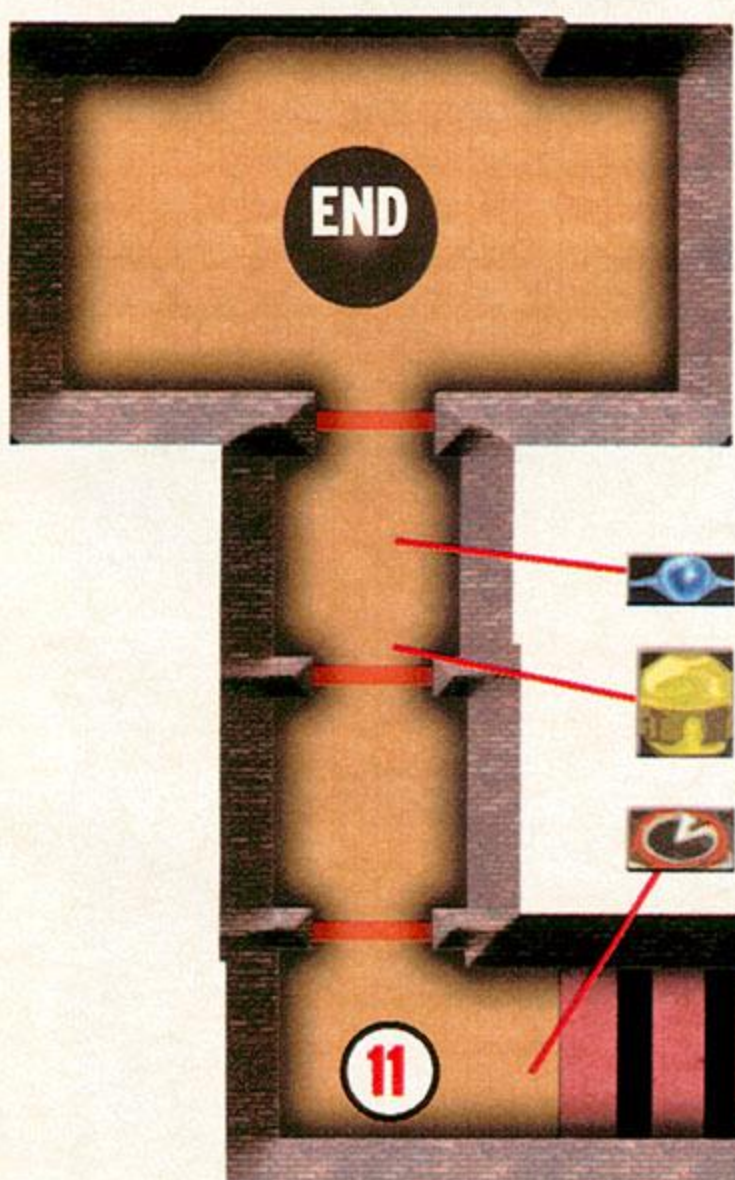
**11.** As soon as you arrive in this area, grab the checkpoint item – you don't want to have to cross those darn chasms again! Now lay into Maul using the same tactics as before. Follow him when he retreats and keep the pressure on. After a couple more of these retreats, he'll enter the chamber containing the pit shaft. Make sure you keep him between you and the pit, or else he'll try to throw you in. It won't take you long now to put home a few more solid blows and finish him off, thus saving Naboo and all those adorable Gungans. Congratulations! You're a true Jedi Master!

an energy sweep, shooting a crackling beam of energy in an arc in front of him. The main concern is to avoid being knocked off the walkway. Wait

land on the tracks, they will be moving in, and you'll have to make a second jump to reach the safety of the middle platform. Repeat this three times to get across these obstacles.

#### How do I avoid being blown away by the fans?

**7.** If you look above each fan you can see a control panel with a big red square on it. Destroy this and the fan will grind to a halt. This means you can now cross the gridded walkway without being launched into orbit.





## LEVEL 11

### Droidekas

#### How do I access this level?

To unlock this level, you must beat the game using Plo Koon.

#### What is it about?

In this level, you take the role of a destroyer droid, and your objective is to attack 18 pilots before your time runs out. (Your time is 150 seconds.) You roll through the corridors of the Theed palace, and at the end you can take on the Jedi, if you have time.

#### What tactics should I use?

Move only by rolling and stop only when you have to. Avoid being shot, as this forces you out of your roll. Try to use the controlled laser fire, as it does the job and takes less time. And if you can, shoot the pilots before they start shooting at you.

## LEVEL 12

### Kaadu Race

#### How do I access this level?

To unlock this level, you must beat the game using Adi Gallia.

#### What is it about?

You play a battle droid riding a Kaadu in a race through the swamps of Naboo. You'll want to keep up your speed here.



**GUNGAN ROUNDUP** Now's your chance to poke Jar Jar Binks!



**SURVIVAL CHALLENGE** If you still haven't had enough of cutting things up, you can now do so to your heart's content.

The course is straight, so there is very little skill to this at all.

## LEVEL 13

### Gungan Roundup

#### How do I access this level?

To unlock this level, you must collect all three Gungan artifacts. The first is in the caves at the end of the Swamps of Naboo. The second is in the Jawa's hut on Tatooine, and the final one is behind a tree at the end of the Ruins.

#### What is this level about?

Finally! This level gives you the opportunity to electrocute Jar Jar Binks repeatedly! (No,

we don't think we've made enough Jar Jar jokes already.) The aim of the game is to chase Binks toward the opposite end of the arena and get him into the cell there. To do this, you need to prod him with the Gungan electropoles. (C'mon, now, doesn't that sound like fun?)

#### What tactics should I use?

As usual, Jar Jar is useless at going in the right direction. Your opponent runs at the same speed as you, so you need to start moving before he does. But be careful. Every time you prod or club anyone, or if you try jumping, you lose ground. You can also attack you opponent, but this doesn't seem to slow him much. However, if you wander off to the other end of the arena, your opponent will just fail to score any points.

## LEVEL 14

### Survival Challenge

#### How do I access this level?

The Mace Windu is the key to unlocking this level; you've got to first beat the game using this weapon.

#### What is it about?

This is a "simple" arena combat. You fight 100 enemies in a small, square arena, with only a handful of power-ups. If you succeed beating them all, you'll be rewarded with the superpowerful Ultimate Saber. This is a very handy weapon that kills every opponent in the game with a single hit (except bosses).

#### What do I have to fight?

There are 10 different varieties of opponent. They come in pairs and change type after 10 of a given type. This is the lineup you'll fight.

**1-10:** Battle Droid Pilots

**11-20:** Battle Droids

**21-30:** Security Battle Droids

**31-40:** Battle Droids with rifles

**41-50:** Droids with flamethrowers

**51-60:** Destroyer Droids

**61-70:** Battle Droid Commanders

**71-80:** Sandmen

**81-90:** Mercenaries

**91-100:** Grappling Battle Droids



**KAADU RACE** A simple game of "bash the buttons."



# Character Development

## How can I learn more Jedi powers?

Each level has three associated awards. The more you score, the more rewards you receive. You'll need to get all three rewards from all 10 levels to get a skill of 100.

## What are the energy awards?

Energy awards are either increased health or increased Force. Each purchase adds 20 percent of your original rating, up to a maximum of 100 percent increase. These are both important to your survival, so just purchase whichever one you appear to be running out of most often.

## What are the bonus awards?

Bonus awards are the hardest to get and the most varied. They include attack bonus, defense bonus, extra life, and access to your two remaining special default Jedi powers. These powers vary depending on which character you play with.

## What are the combo awards?

Combo awards allow you to perform fast combinations of your basic moves or even more spectacular actions. These are in addition to the special Jedi moves you begin the game with. Those moves that involve the Force toggle are generally the most impressive, but they often require Force energy to perform. It's a good idea to record each combo before you

purchase it, because you won't be able to look it up again later. Once you have a new power, practice it at the start of the next level and find out what it does.

## 7 What is this symbol?

At various points in the award section, you'll get to see this symbol. It represents the Force toggle 2. For the bonus awards, it must be held at the same time 5 or 8 is pressed, but for the combo awards it is treated as any other button. Moves involving this button generally consume Force energy to perform.

windows, plants, protocol droids — they're all worth wrecking. But be careful of the little critters in the Swamps of Naboo; you incur a penalty if they're killed.

## Why should I use any of the special moves?

These moves are tricky to pull off when you are under fire, but you score many more points for using them. If you are trying to get the maximum scores for each level, then you probably want to be trying these. Plus, some of them are quite spectacular.

## How do the tactics change if there are two players?

One of you can draw the attention of everything and then concentrate on using defensive moves while the other lays into them without fear of being attacked.

# General Hints

## How can I get more points?

Destroying the scenery is a good way to collect loads of extra points. Control panels,

# Secret Characters

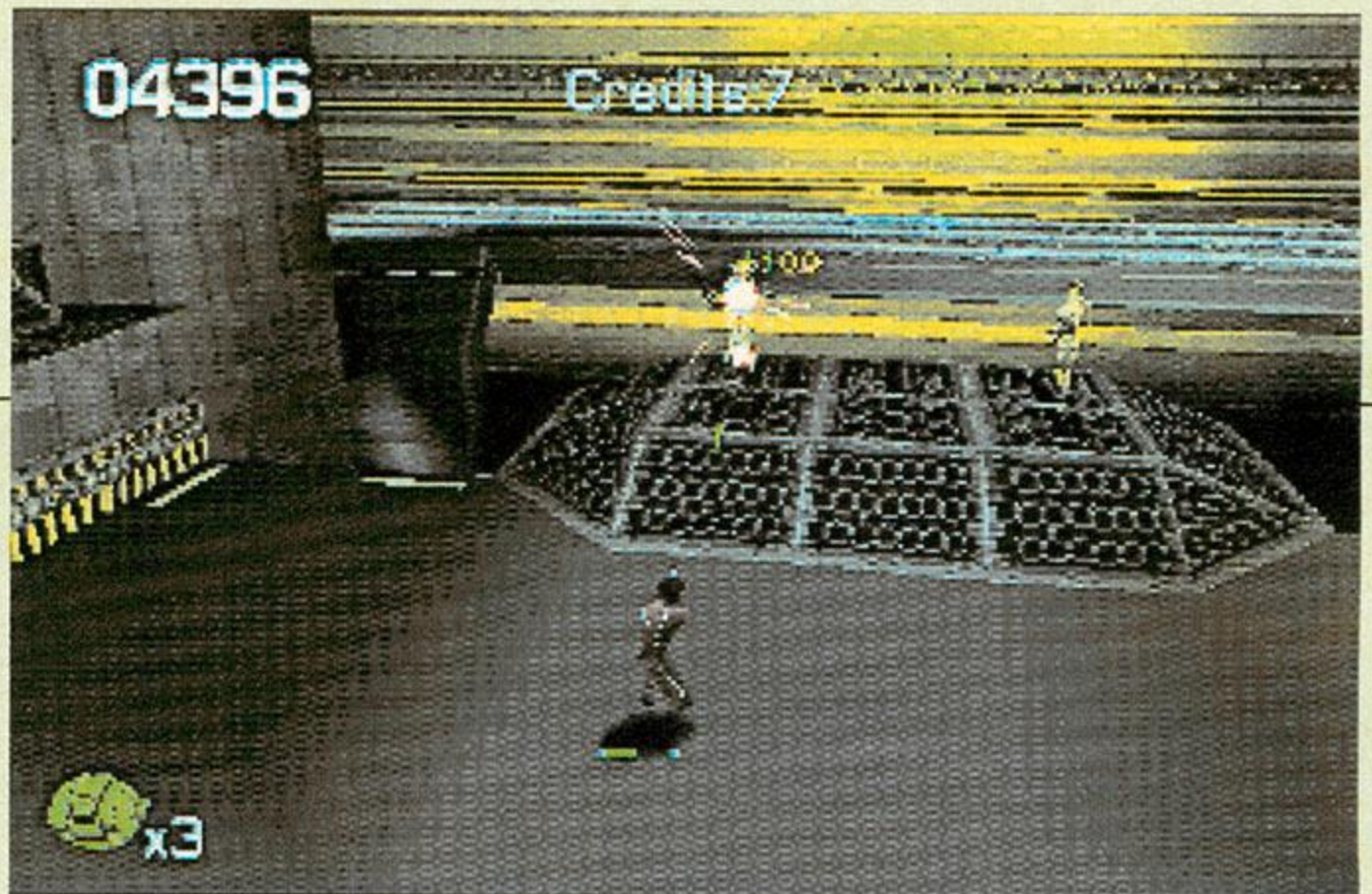
Sure, secret levels are cool and all, but everyone knows the true thrill in an action/fighting game is finding the hidden characters, something *JPB* has a fair share of.

## How can I unlock Queen Amidala and Captain Panaka?

These first two hidden characters are unlocked upon completion of the game with Obi-Wan Kenobi. After the ending plays through, start up a new game and press A while highlighting Plo Koon for Captain Panaka; highlight Obi-Wan and press A to access Queen Amidala.

## How can I unlock Darth Maul?

No doubt, Darth Maul is not only the coolest character in the game, but he's also one of the hardest to get. Once you finish the game with Qui-Gon Jinn, you'll be able to access the man in black. Press A when Qui-Gon is highlighted.



**QUEEN AMIDALA** Always ready for a fight or to put her blaster to use mowing down irritating Federation droids.



**DARTH MAUL** The Sith Lord brings his own range of Force powers to bear against his old allies. Never trust the dark side.



**CAPTAIN PANAKA** The captain fights with a blaster, his fists, and any grenades he can get his hands on.



# A Girl and Her Guns By Brett Rector

You're Joanna Dark, secret agent and lethal weapon. Your mission: to infiltrate heavily guarded installments, rescue an alien missionary, and save the free world from enslavement by the Skedar empire. Having trouble? You'd better have a peep at this guide, then, 'cause we cover all 17 levels to get you through the Special Agent difficulty setting, giving you the info you need to come out alive

## PERFECT BASICS Before you load up your guns, check out these basics to get you ready for the heavy combat that awaits you.



### HEAD SHOTS

To help you down an enemy in one shot as well as conserve ammo, you'll need to master the head shot. Hold down the R button to precisely aim your weapon at your target, then pop a cap in his dome.



### SIDE-TO-SIDE

The best way to dodge enemy fire in a tight space or room is to keep moving by strafing left and right. You should also strafe to quickly get behind a wall or other solid surface to avoid getting blasted on.



### OPEN-DOOR POLICY

The best way to waste a bunch of eager enemies on the other side of a door is to open it and wait for them to come to you. That way you can position yourself so you won't get hit when you're rushed.



### RELOAD

You should get in the habit of reloading your weapon whenever you have a down moment. Simply tap the B button to insert a fresh clip or round into your gun. You don't want to be caught with an empty chamber.



### BRICK-AND-MORTAR PROTECTION

Before blindly running around corners, face perpendicular to a wall or other surface and carefully peek around it by pressing and holding the R trigger, then pressing either Left-C or Right-C.



### LIGHT TRIGGER FINGER

To avoid running out of ammo or draining your clip at the wrong time, practice using a light trigger finger, and fire only when you've targeted or locked on to an enemy. Otherwise you're in for a lot of pain.



### SLOW AND LOW

Sometimes it's necessary to sneak up on an enemy or crawl through a tight opening. To crouch, press and hold the R trigger, then tap Down-C once to drop halfway or double tap Down-C to drop all the way.



### SECONDARY FIRING FUNCTION

Always keep in mind that every weapon you acquire is equipped with a secondary firing function. Knowing what that function is for each weapon can prove to be lifesaving in the right situation.



### TARGET LOCKED

To best utilize your auto-aim, wait until your crosshairs are locked firmly on your target before you fire. Otherwise, you're liable to rattle off an entire clip into the floor or a nearby wall and be a sitting duck.



## PERFECT LEGEND

To aid you in your quest as you battle through the Special Agent difficulty level, we're providing you with a handy legend before each mission explaining what your four objectives are and how difficult each one is to complete. One check mark indicates the objective is a piece of cake, while five check marks indicate you're gonna have trouble.

### dataDyne Central: Defection

#### MISSION OBJECTIVES

- |   |    |
|---|----|
| 1. Jam the internal security comms hub  | ✓  |
| 2. Obtain De Vries' necklace/key        | ✓  |
| 3. Jam the external security comms link | ✓✓ |
| 4. Secure the secret lift               | ✓✓ |

#### How do I disable the security hub?

In the room adjacent to the rooftop, you should see a monitor with a red glow around it. Simply use your ECM mine to disable the hub.

#### Where and how can I obtain the keycode necklace?

Head down the staircase and enter the first brown door. Proceed through the double doors between the two elevator shafts. Go in unarmed and punch out Cassandra De Vries to get the necklace.



**NICE NIGHT FOR A WALK** Use caution while navigating the stairwells and listen for signs of danger.



**TARGET IN SIGHT** Be careful while roaming through the hallways: They're packed full of bad guys.

#### Do I need to search the other floors on the way to the base of the building?

Unless you need to stock up on ammo, avoid getting off the elevator once you've obtained the necklace. Besides, you can get plenty of bullets from the soldiers you're going to waste at the bottom.

#### How do I keep from dying once I've reached the foyer level?

Stand at the top of the staircase and pick off the security guys as they cluster together at the bottom of the stairs.



#### How do I disable the external comms hub?

Enter the doorway to the right of the staircase. You'll find more soldiers inside, and then on the floor you'll find another terminal like the security hub. Attach an ECM mine on the hub to disable it. Then get yourself to the lab entrance.

#### How do I gain entrance to the lab?

Once you've disabled the external hub, exit the room and walk toward the little antechamber located to the left of the staircase. Proceed through the door inside to find the elevator to the lab.







**SHOCK ME** Before grabbing Dr. Carroll, you'll have to deal with a few of dataDyne's Shock Troopers.

## dataDyne Research: Investigation

### MISSION OBJECTIVES

- |  |    |
|--|----|
| 1. Holograph the radioactive isotope                   | ✓  |
| 2. Start the maintenance cycle on the security systems | ✓  |
| 3. Shut down the experiments                           | ✓✓ |
| 4. Locate Dr. Carroll                                  | ✓✓ |

### How do I photograph the isotope without taking damage?

Once you've reached the room where the isotope is located, equip your CamSpy and send it in. Then simply snap the picture and leave.

### How do I start the security maintenance cycle?

Once you reach the second sector and walk down the red hallway, you'll see a computer terminal directly in front of you. Walk past it, turning to your left to see another terminal. Activate this



terminal to reprogram the droids, then walk back to the first terminal and activate 'em.

### How do I shut down the experiments?

You'll need to shut down three terminals to complete this objective. That's done by simply walking over to the scientist in each lab; he will then automatically assist you.

### What do I do about the scientist who sets the alarm?

You don't want to shoot him, so hit him upside the head instead. Then turn off



the alarm from the same terminal he used to set it off, and go around the table and toggle the terminal to shut down the final experiment.

### How do I safely make it past the automatic machine guns in the restricted area of sector four?

Once you're in the restricted area, you'll see two doors. Behind one and down the corresponding hallway, you'll find a security shield; this is the item you need to have to make it past the machine guns without having to take them out manually. You may still take some damage, so get to the back quickly.



**DEATH BECOMES YOU** Dealing with the common dataDyne Shock Trooper is easy with your trusty CMP150.



# dataDyne Central: Extraction

## MISSION OBJECTIVES

- |                                     |    |
|-------------------------------------|----|
| 1. Gain access to upper floors      | ✓✓ |
| 2. Destroy dataDyne gunship         | ✓✓ |
| 3. Defeat Cassandra's bodyguards    | ✓✓ |
| 4. Return to helipad for evacuation | ✓  |



### I started the level, and it's completely dark. What do I do?

Go into your inventory and apply your night-vision goggles. You will then have one minute and 30 seconds in which to blast your enemies relatively undetected. Keep in mind that even though it's completely dark, your enemies can still get a bead on your position simply by listening to where your gunshots are coming from. To conserve bullets and get to safety quickly, use head shots to take out each security guard.

### What's the best way to defeat the security guards without taking that much damage?

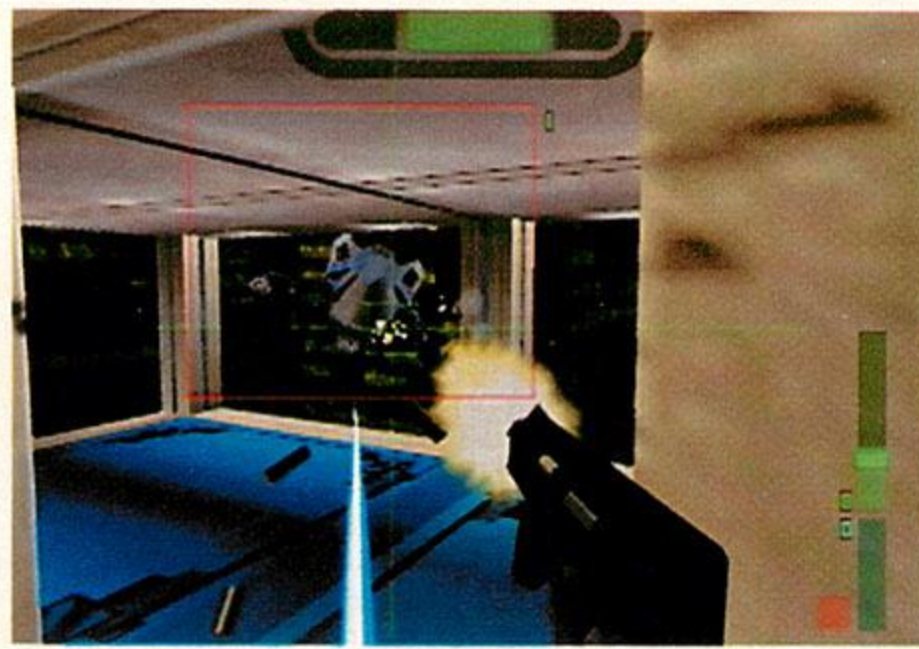
Once you make it into the main chamber, take out the guards behind the barrier with head shots, then creep forward and take out the two guards up and to the left, crouching behind a couple of desks. It's best to blast them now while you're under the cover of darkness so you don't have to worry about them later. Then proceed around the perimeter, blasting anyone in your way.

### How can I keep Dr. Carroll from getting destroyed?

Leave the doc behind on a floor you've already cleared out while you make your way to the next one. He'll invariably catch up to you.

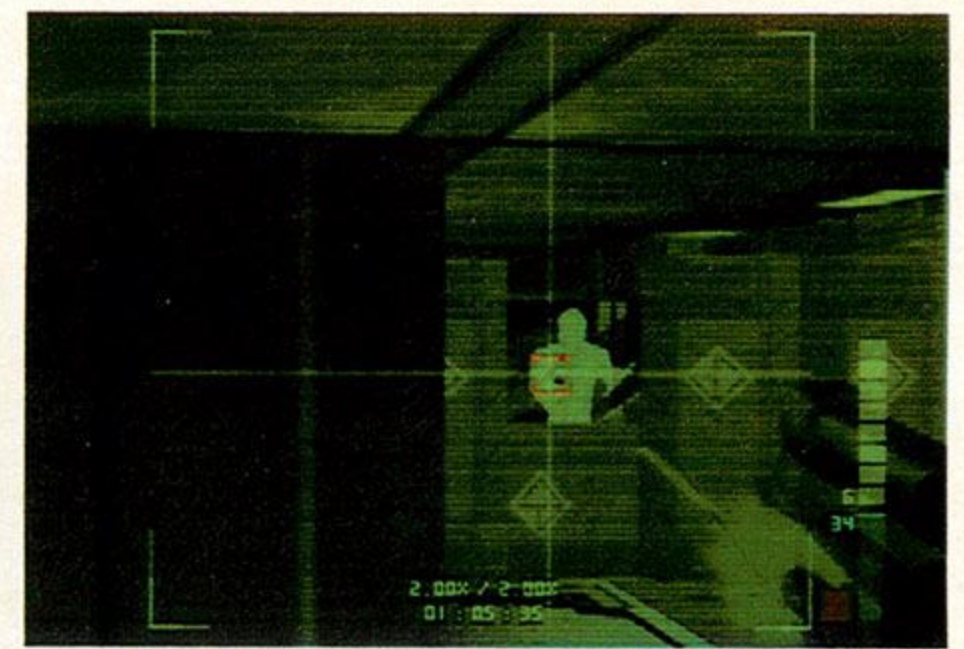
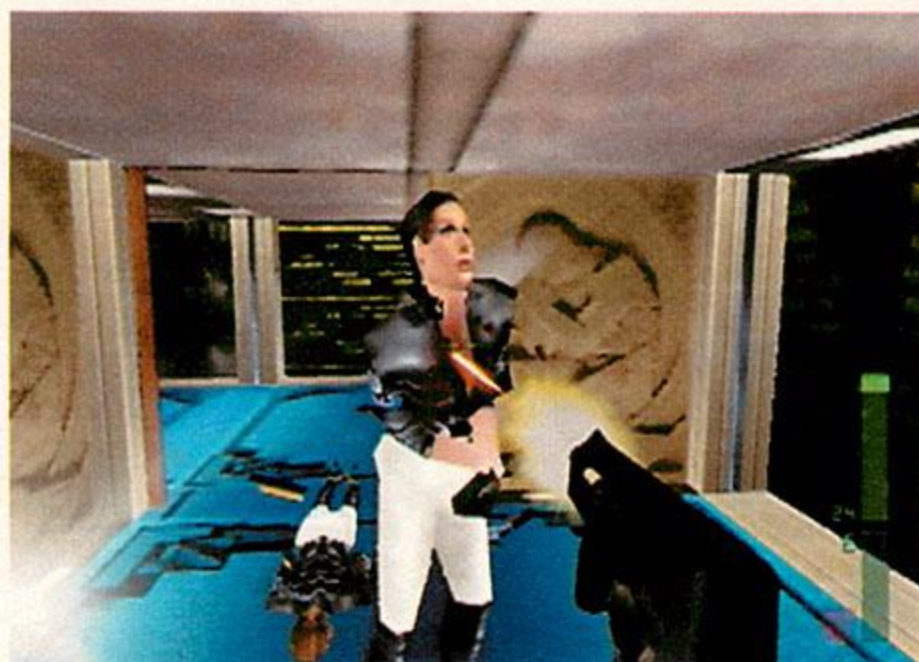
### How am I supposed to gain access to the upper floors?

After you've beaten the guards around the foyer, simply jump into an elevator.



### What's the best way to destroy the dataDyne hovercopter?

Once you exit the elevator, you'll see a door directly in front of you. After opening it, you should hear the sound of the approaching hovercopter as it circles outside the window looking for you. Place yourself just outside the door so you can see the corner of the room and the copter flying around beyond the window. Equip your CMP150 and press the R trigger to activate your targeting crosshairs. Once it turns red, open fire. When the copter turns to fire on you, press B to close the door in front of you to avoid taking damage, then open it



again and quickly target the copter. Repeat the process until it's a smoking shell of metal on a one-way trip down.

### How can I get the rocket launcher without being detected?

Once you emerge from the stairwell, target the guard in the head with your Falcon 2. Don't worry about the other two civilians – they will run away from you.

### How can I make it past the bodyguards without getting slaughtered?

When you first enter the area, De Vries will be spouting off some nonsense, so take this time to run up to the bodyguard on your left and blast her. Then equip your night-vision goggles, turn to your right and fire on that guard. After that, take out two guards around the corner, equip your rocket launcher and take out the one right above you on the landing.

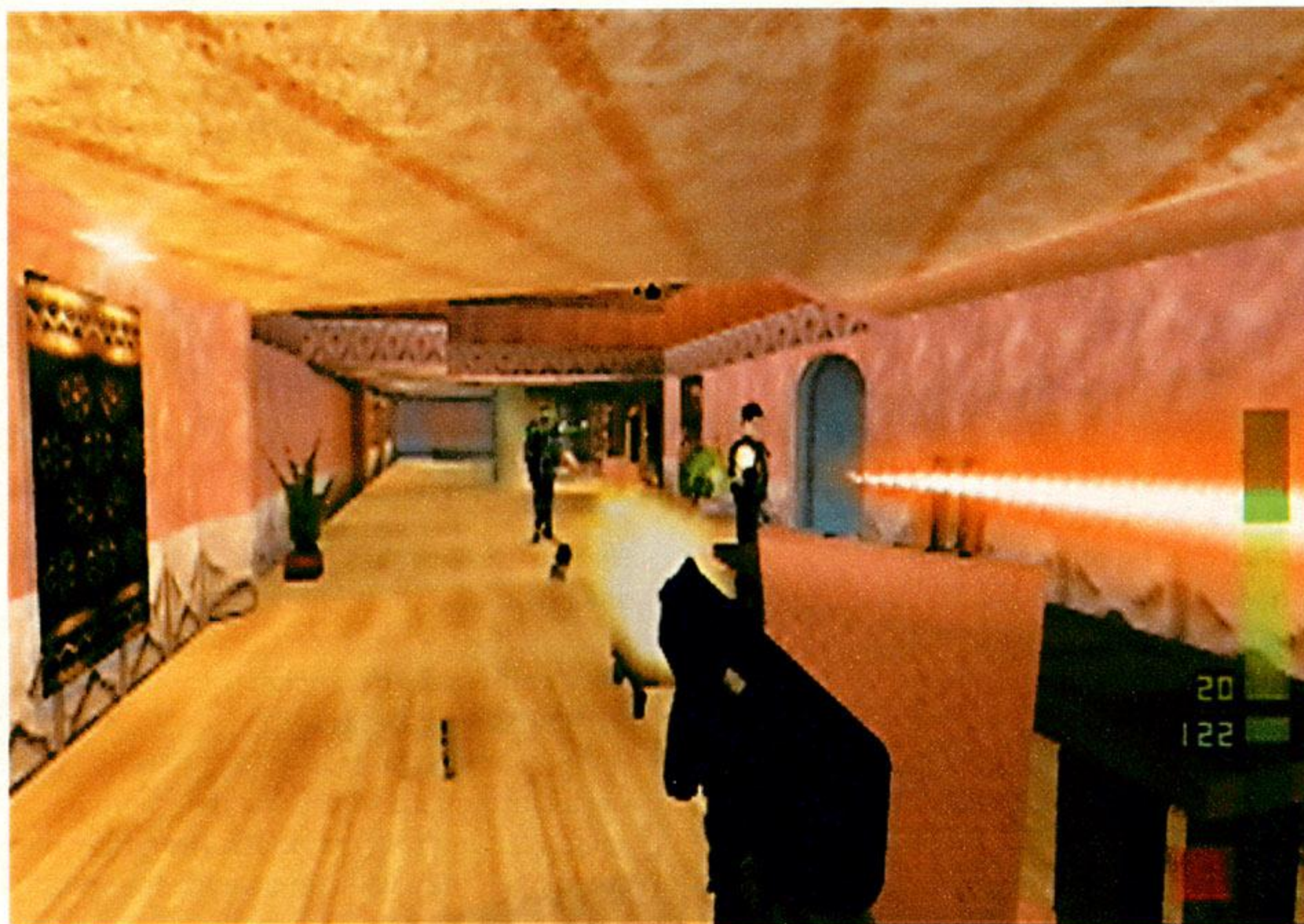
### Is there any resistance on the helipad?

Nope. Once you defeat the bodyguards, simply head up and out onto the roof to the helipad and make your escape. Don't worry about the doctor; he'll be there.



**IT'S GO TIME** Cassandra De Vries' bodyguards are garden-variety gals who are easily overcome.





**NEAR MISS** Not even a bullet close to the temple can persuade Joanna to abandon her mission.

## Carrington Villa: Hostage One

### MISSION OBJECTIVES

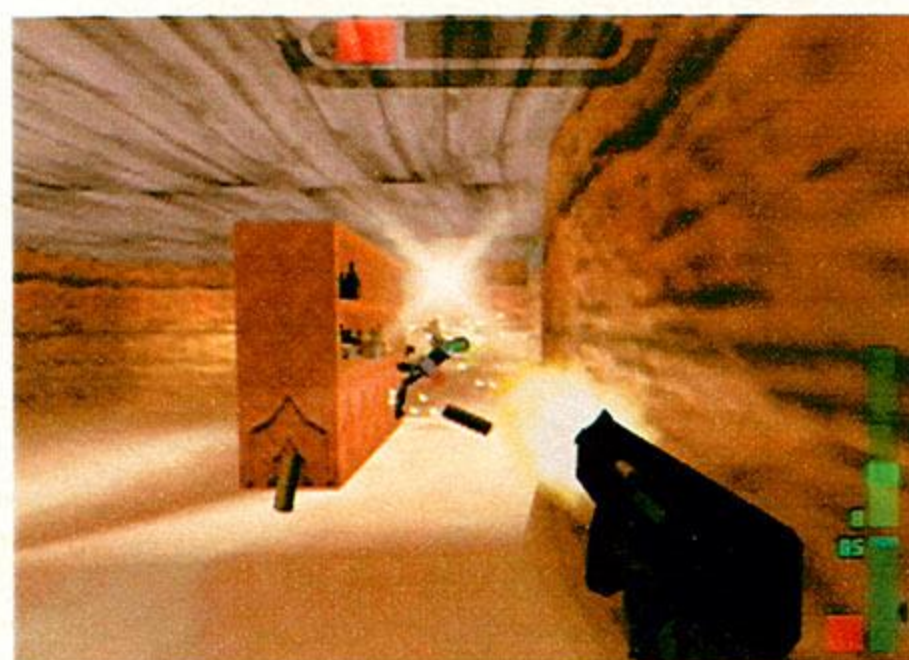
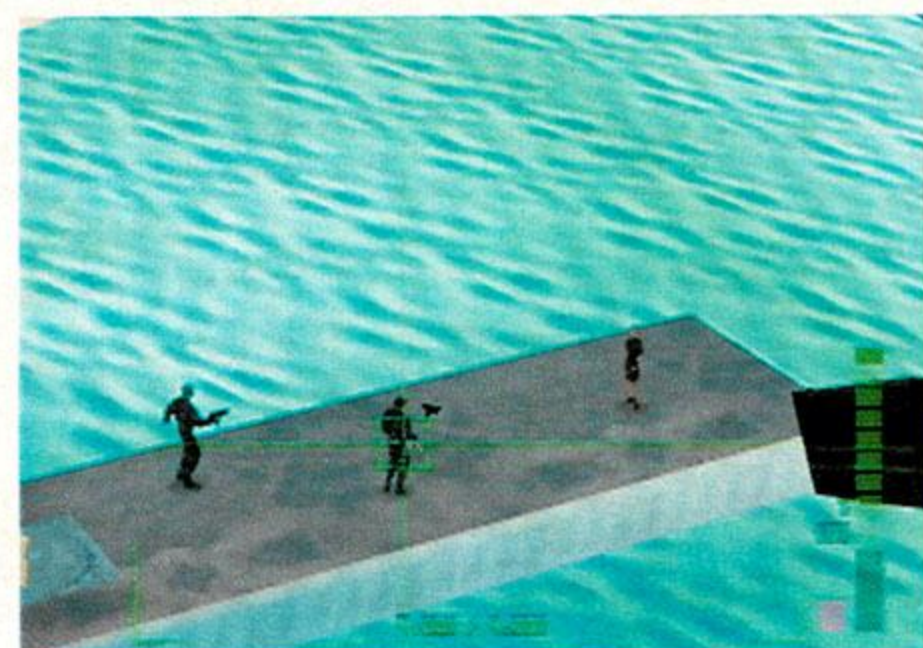
- |                                |    |
|--------------------------------|----|
| 1. Save the negotiator         | ✓  |
| 2. Eliminate rooftop snipers   | ✓  |
| 3. Activate the wind generator | ✓✓ |
| 4. Rescue Carrington           | ✓✓ |

#### What's the fastest way to take down the two guards holding the negotiator?

Don't waste time targeting the guards; simply aim in each one's direction and fire as soon as you've got auto lock.

#### What should I do after I finish saving the negotiator?

You'll have to weave your way through some narrow passageways, taking out random guards as you go. Once you make your way to the end of the passageway, you'll come to a fork. The right fork leads to the front of the villa; the left leads to a staircase with a sniper poised above it. In the helipad at the top, you'll discover a



metal box that contains a Devastator machine gun.

#### What are all those steel containers doing in the passageways?

Blowing them apart will gain you some extra ammo, just like in *GoldenEye*.

#### How many snipers do I need to eliminate here?

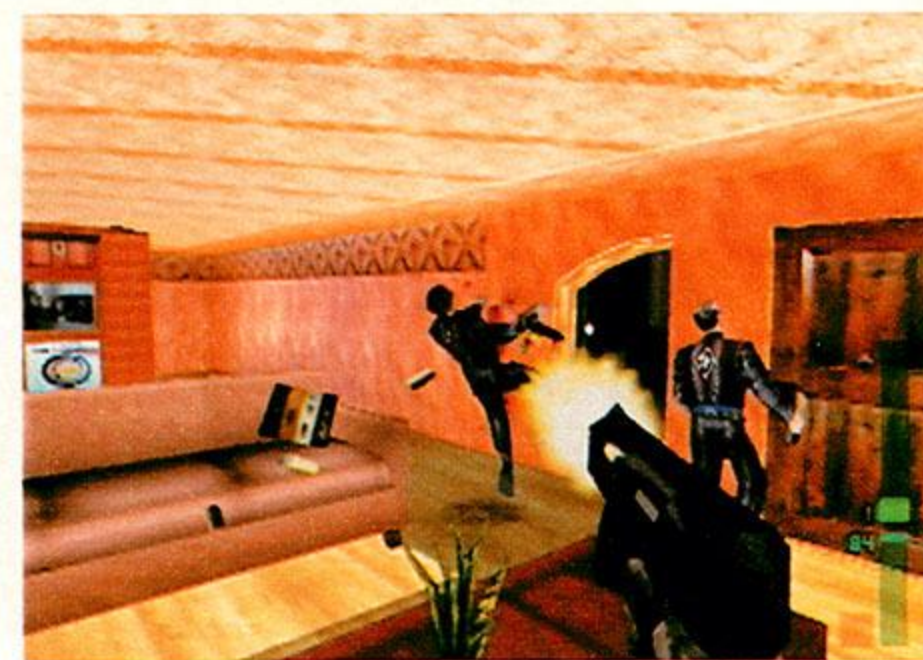
You'll find eight snipers in all located on the roof of the villa, including the one you blasted near the helipad.

#### Where's the best place to stand to gun down the snipers?

From the helipad, backtrack down the staircase to the fork at the end of the passageway, this time taking the right fork leading to the front of the villa. Carefully edge your way forward until you come to a small clearing. You should now have a good view of five of the remaining seven snipers. Once they're taken care of, walk forward and look toward the water to find another sniper along a ledge. You can blast the last sniper from inside the villa's courtyard.

#### Where do I go in order to activate the wind generator?

After eliminating the snipers, you'll want to head inside the villa and work your way to the basement to activate the wind generators, which is actually a two-part process. Once you've reached the bottom of the stairs leading to the basement, head down the hallway and take your first right. You'll encounter three guards along a catwalk minding the power and cooling



systems. Eliminate the guards and turn on the two computers. Backtrack down the passageway and hang your first right, then your first left to find and activate the final terminal.

#### Where can I find Carrington?

After turning on the wind generator, proceed back down the passageway until you come to the end and take your first left. Pass through the door and weave your way through the wine cellar, blasting any guards in your way. Once you've taken down the last guard, you'll receive a key to open up the last door. Then save Carrington and get ready to take a less-than-relaxing trip to Chi Town.







## Chicago: Stealth

### MISSION OBJECTIVES

- |                                  |     |
|----------------------------------|-----|
| 1. Retrieve drop-point equipment | ✓   |
| 2. Prepare escape route          | ✓✓✓ |
| 3. Create vehicular diversion    | ✓   |
| 4. Gain entry to G5 building     | ✓✓  |

**An unarmed agent greets me to begin the level. Can I shoot him?**

No. One of the mission parameters is to not kill any unarmed agents. You'll have to knock him out with a left cross instead.

**Where do I go to retrieve the drop-point equipment?**

You'll find the drop-point equipment in the drainage ditch. Walk on the left side of the street, past the vacant cab, and through the slim opening between the two wood-plank fences. Go straight down into the ditch, hang your first right, and continue forward. You'll eventually come to an area in which you'll need to crouch to get through. You'll find the equipment on a small ledge just a little further down.



**RENT-A-COP** Don't bother wasting ammo on the robot roaming about; you can't penetrate its shield.

**Where do I prepare the escape route?**

Enter the alley located diagonally across the street from the cab and take out any forces that stand in your way. At the end of the alley you'll see a fire escape to your left. Climb up the escape until you reach the first boarded-up doorway and affix your remote mine to it. Remember: Don't kill any unarmed agents.

**Should I detonate the mine now?**

No, do not detonate the mine at this time. Just like the objective states, you're setting up your escape route for after you finish the next mission.

**How do I go about creating the vehicular diversion?**

Go back into the street, then stand next to the cab in the street and reprogram it using your data-uplink reprogrammer. Once that's accomplished, the cab will crash into the side of a building, creating your diversion.

**How do I defeat the police robot?**

You can't blast the police robot, because it has an energy field surrounding it. However, the cab you reprogrammed will destroy the robot once it has taken flight to create the diversion.



**ALL IN A DAY'S WORK** Blast these fools, then use your Reprogrammer on the cab to create a diversion.



**Where do I gain entry to the GS building?**

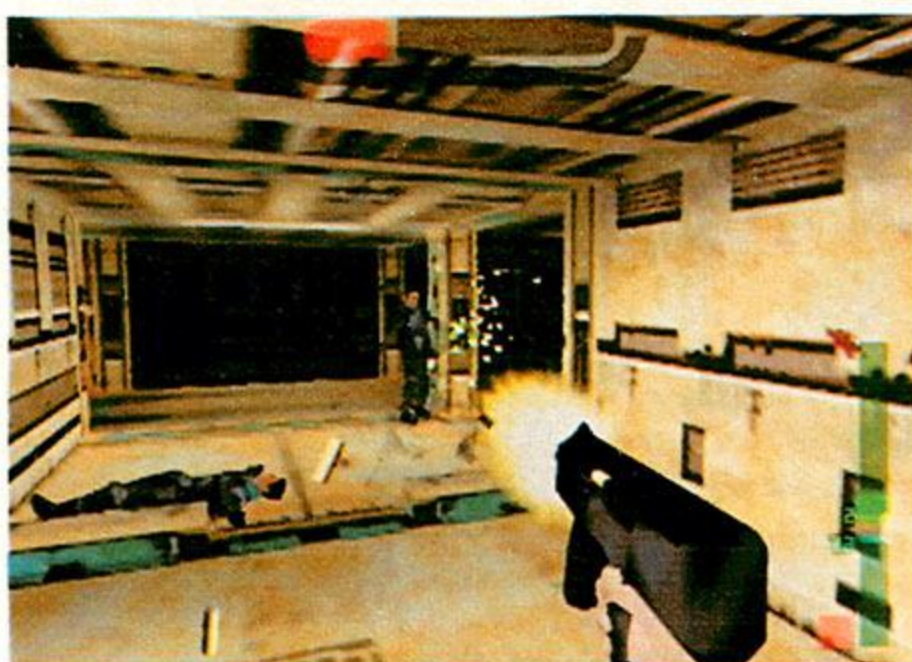
Once the diversion has been created, you'll need to hit the carport. Walk up the street and take a right, continue past the limo, then take your next left. Walk cautiously up the following street and take your next right. Avoid going past the yellow parking sign, otherwise the guards will become alerted to your presence and close the carport. Once you're inside the carport, it's on to the next mission.



## G5 Building: Reconnaissance

### MISSION OBJECTIVES

- |  |      |
|--|------|
| 1. Deactivate the laser-grid system            | ✓    |
| 2. Photograph the meeting conspirators         | ✓✓   |
| 3. Retrieve Dr. Carroll's backup from the safe | ✓✓✓  |
| 4. Exit the building                           | ✓✓✓✓ |



#### How do I defeat the two cloaked guards here?

Get out of the middle of the room and back up into a corner so you can see the entire carport. Wait for the guards to appear, then blast 'em. If you want a crossbow, defeat the second guard by pistol-whipping him

#### Okay, now how do I defeat the four cloaked guards?

Stay behind the glass partitions and wait for the guards to decloak, then take 'em



**NOW YOU SEE ME, NOW YOU DON'T** Joanna has her hands full while battling cloaked dataDyne soldiers.

down. If you try to take them out in the open, you'll more than likely get waxed.

#### How can I keep the alarm from being tripped?

When you go to deactivate the lasers, you'll encounter three guards: one to your left, one to your right, and one roaming the entryway between the two. Go to your right and kill that guard first, for he is the one closest to the alarm, then blast the guard that's roaming about. Once those two have been eliminated, you can dispose of the third guard and shut down the laser grid.

#### How do I deactivate the laser grids?

Simply walk up to the control panels on the wall and press the B button.

#### Where do I use the CamSpy to observe the meeting?

To the left of the door, which you used to enter the room with the laser grids, is a metal staircase. Walk to the top, then crouch and crawl along the zig-zagging pipes. Once you've reached the end, you'll be toggled to use the CamSpy.

#### How do I enter the vault?

Use your door decoder on the control panel to the left of the vault on the wall to deactivate the code. During the minute it takes to deactivate, get ready to mow down an onslaught of guards. Hope you saved enough bullets.

#### How do I escape the building?

Once you have Dr. Carroll's memory disc, you have to locate the door you set the charge on from the previous mission. Use your remote detonator's secondary function to activate the explosive and clear a way out.



**A VIEW TO A KILL** Hey, if you expect to make it out of Chicago alive, you're going to have to play dirty.







**RIDE ON THE WILD SIDE** Use the jetbike outside Area 51 to take out any stragglers hanging around.

## Area 51: Infiltration

### MISSION OBJECTIVES

- |  |     |
|--|-----|
| 1. Shut down the air-intercept radar     | ✓✓  |
| 2. Plant the comms device on the antenna | ✓✓  |
| 3. Gain access to the hangar lift        | ✓✓✓ |
| 4. Make contact with the CI spy          | ✓✓  |

#### How do I destroy the autoguns once they've been turned on?

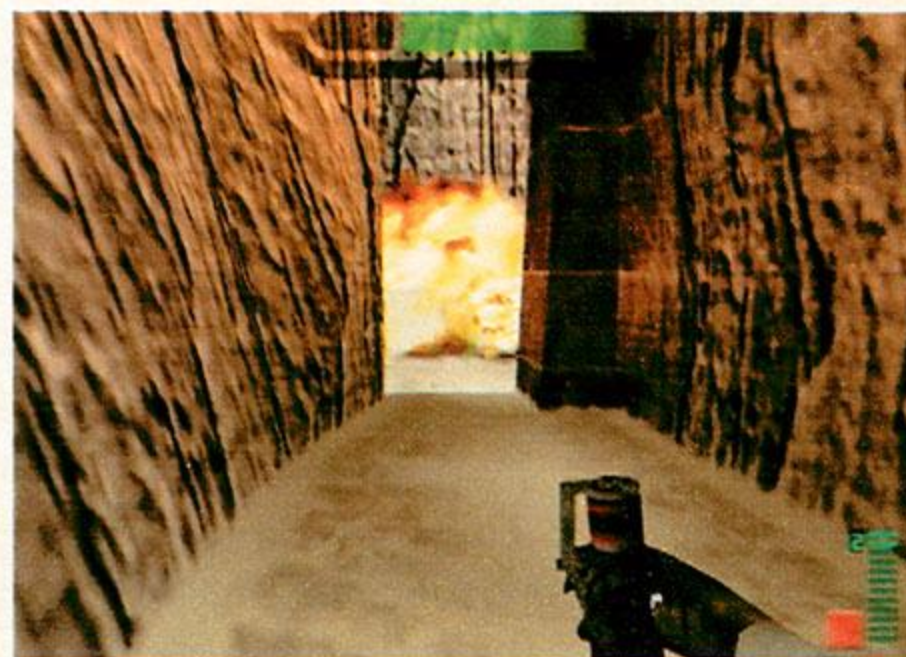
You can destroy the autoguns either by blasting them with whatever gun you have equipped or by hitting them with one of your grenades. Be sure to stand near a wall or other solid object so you can duck behind it to shield yourself once the guns begin to fire on you.

#### How do I open the main gate?

To gain entrance through the main gate, you'll have to secure the guard tower, which means you'll have to first blast the two guards standing watch. Once they're history, you can climb up into the tower and flip the switch to open the gate.

#### What should I do when I open the main gate?

Stand outside the gate and take out the autogun. Now run up to the mechanic and knock him out to get the hangar lift key. If you can avoid it, don't kill him; he'll prove useful in the next mission. Before moving on, destroy the jetbike he was standing next to, or there'll be trouble later. Continue around to the left



side of the building the primary autogun was attached to and head down the staircase into the bunker. Once at the bottom, work your way to the computer and attach your explosives to it to shut down the air intercept radar.

#### How do I get past the flickering laser grid?

After you've attached the explosives to the air-intercept radar computer terminal, you'll not only have to leave the room before the bomb goes off, but avoid a few laser grids as well. To do so, crouch underneath the high lasers and move forward when the lower lasers fade out.



#### What do I do after I've finished taking out the radar?

Once you've emerged from the bunker, walk toward the wall in front of you, look for a small opening at its base, and crawl through. You'll find a shield and a way to reach the grenade launcher in the middle of the small helipad. Next, toss a grenade in front of you to trip the grenades surrounding the pad, then run through the hole in the fence and head down the tunnel to the next area. You'll meet with resistance from more soldiers as well as another autogun. Once you've taken care business, head toward the antenna.

#### How do I lower the antenna to affix the comms rider?

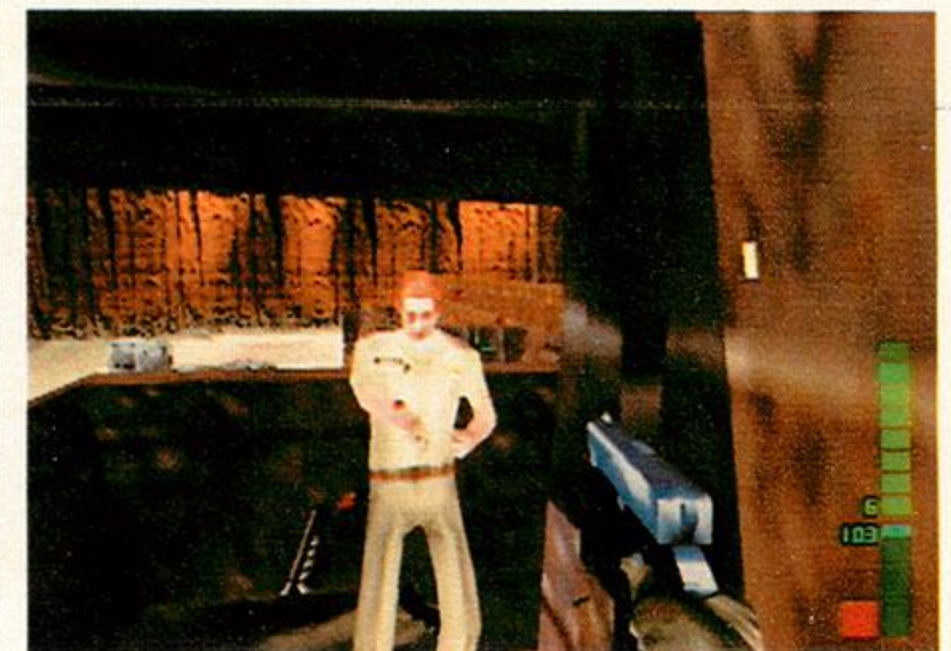
Along the left side of the structure the antenna's on, you'll find a green switch. Toggle it to lower the antenna to get it within range to plant the comms rider.

#### Can I ride any of the jetbikes parked near the antenna?

If you want to leave the pursuing guards in a hurry, approach the jetbike in the third stall and double tap B to get on it, then head back to the main gate. You can blast any fool that's dumb enough to step in your way with relative ease. Yee-haw!

#### What do I do once I've reentered the main gate?

First of all, stay on your jetbike; you don't need to get off it to complete the rest of the mission. Then head over to the hangar lift in front of you and ride it down. You'll meet with much resistance at the bottom; deal with it, then move on to meet with the CI spy.







## Area 51: Rescue

### MISSION OBJECTIVES

1. Locate the conspiracy evidence ✓✓
2. Obtain and use the lab-technician disguise ✓
3. Gain access to the autopsy lab ✓✓
4. Rescue the crash survivor ✓✓

#### What do I do at the start of the level?

Basically, you have to wipe out every enemy in the warehouse. You'll find about a dozen or so guards roaming around both levels.

#### So, what do I get for leaving that technician alive in the last mission?

Take a ride to the upper level of the warehouse, go to your right, and make a beeline to the doorway. (There should be a guard standing in front of it.). Press B to open the door; the technician will let you in from the other side. Then work your way through this new area until you



find a bench with a Phoenix pistol lying on top. You'll find this weapon's worth all the trouble it took to obtain it.

#### Where do I find the mark on the wall?

After you've obtained the Phoenix pistol and returned to the warehouse, you'll see a big door in the distance in front of you and slightly to your right. Once you go through the door, you'll have to take care of five or six more guards. The mark is on the far wall around the catwalk on the

second level. After you've eliminated the guards, go back to where you started the level, retrieve your crate of explosives, and head on up to the second level of this new area; you'll find an "X" on the wall. Place the box in front of it and blast away to create an entrance to the research area. If you don't have the crate, you can use the Phoenix pistol to do the job.

#### Okay, where do I obtain the lab-technician disguise?

Once you've stepped through the hole, take a right and head to the end of the hallway. Take your next right, through the hall doorway, and run until you reach the end, where you should see two small metal doors on both sides of the hallway. Go through either door, then search the locker room for a technician holding a bundle. Knock him out, take the disguise, then put it on.

#### Got it. Now what should I do once I've put on the disguise?

Head back past where you blasted the hole in the wall, through two big hallway doors. After the second hallway door, you should see two smaller doors on either side of the hall; enter the one on your right. Pass through the next door just inside the first and take a left, then activate the first green square to raise a containment unit. Equip your X-ray scanner to view the specimen inside. Then quickly exit the room, go back through the two hallway doors, and enter the doorway directly across from where you blasted the hole in the wall. Continue to the back of this room to find a guarded



door and enter lab one. Quickly make your way to the back.

#### What should I do in the lab?

Eliminate the technician at the back of the room to get his keycard.

#### What do I do with the keycard?

Exit the lab, take a right, and go through the hallway door. Enter the next door you come to on your right and move through to the back of the room to enter lab two. Blast everyone in the room, then pick up a second keycard that will enable you to enter the last door in the lab and rescue the alien, Elvis.



**FIRST FLOOR: BULLETS AND BABES** Park outside the elevator and waste the guards as they filter out.



# Area 51: Escape

## MISSION OBJECTIVES

- |                               |     |
|-------------------------------|-----|
| 1. Rendezvous with the CI spy | ✓✓  |
| 2. Locate the secret hangar   | ✓   |
| 3. Revive the Maian bodyguard | ✓   |
| 4. Escape from Area 51        | ✓✓✓ |



### What should I do at the beginning of the mission?

Take the floating gurney Elvis is lying on and get the hell out of the lab. Once you're outside the lab, take a right and go through the hallway door. On the other side you'll meet resistance from two lab techs with tranquilizer guns. Run past them, pass through the brown hallway door in front of you, and take a left. Follow this to the end and through the next hallway door to drop off Elvis.

### What do I do after I drop off Elvis?

Go back to where the lab techs were and eliminate them. Enter the doorway they were standing in front of and go to the back of the lab to find the hatch.



**SAY NO TO DRUGS** While they won't kill you, the lab techs' tranquilizers will impair your vision.



**I, SPY** After you've found Jonathan, you'll have to protect him as you fight your way back to revive Elvis.

### What do I do on the other side of the maintenance hatch?

Go to the back of the new room you've found yourself in and go through the doorway on the left side. Then work your way down the catwalk to the other doorway at the end.

### Where can I find the CI spy?

Once you've entered the room at the end of the catwalk, work your way through the next four consecutive hallway doors. After the fourth door, take a right and continue forward until you find your old friend, the spy known as Jonathan.



### So, what do I do after I've found the CI spy?

Backtrack all the way to the room where you first emerged from the maintenance hatch. Jonathan will then request that you cover his back while he opens up a new passageway in the same room. Once he's done that, head down the ramp and open the door on the ground floor. Then proceed to revive Elvis.

### How do I escape the hangar?

Once Elvis gets in his ship, you and Jonathan will have to go back up the ramp and activate the two computers on the catwalk. Mission accomplished.







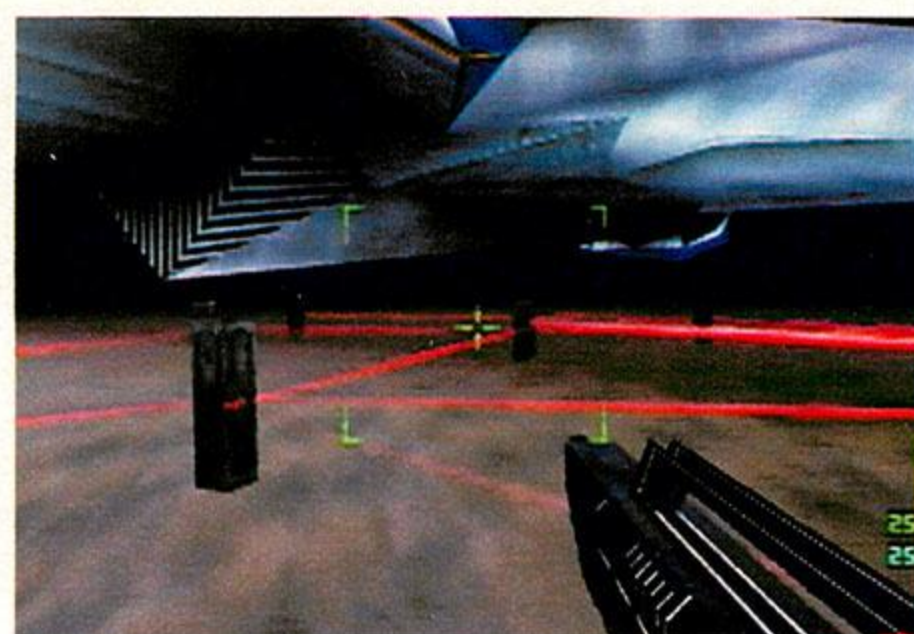
## Air Base: Espionage

### MISSION OBJECTIVES

- |                                       |      |
|---------------------------------------|------|
| 1. Obtain disguise and enter base     | ✓    |
| 2. Check in equipment                 | ✓✓   |
| 3. Subvert security monitoring system | ✓✓✓  |
| 4. Board Air Force One                | ✓✓✓✓ |

#### How do I get past the first wave of guards outside the complex?

You'll encounter three guards, each of which you'll need to take out using your crossbow. Quickly run up on the first guard in the cubbyhole immediately to your left. You'll see another guard roaming the perimeter in the distance. Carefully target him while he's near the entrance to the cave, then watch as another guard investigates why he's been dropped. Then pop him and continue into the cave's entrance to find two more guards and a stewardess. Walk to the end of the cave and hang a left to find some proximity mines.



#### Should I shoot the stewardess?

Yep. Take her out with a bolt, then take the outfit she drops and immediately put it on. Make sure you're unarmed, then proceed through the front door.

#### Are the crossbow bolts reusable?

Once you've taken an enemy down with a bolt, you can't use it again. However, if you miss your intended target and plunk one into a wall or in the ground, you can go over and retrieve it.

#### Where can I find the suitcase for my equipment?

Once you've successfully entered the base through the front door, hang a left to find the entrance to a lift. Ride it to the room at the top to find the case. Pistol-whip the two punks within before moving on.

#### What should I do once I pass through the lobby?

You'll see a guard, an escalator immediately in front of you, and an escalator to your right. First, approach the guard, get behind him, and punch

him. Now, use your DrugSpy to take out all the guards at the bottom of each of the two escalators.

#### How many guards will I encounter?

At the bottom of the escalator in front of you, you'll find one guard and the platform you need to place your suitcase on. At the bottom of the escalator to your right, you'll find two guards in the immediate vicinity. To the left and behind the escalator, you'll find a hallway you'll need to navigate through. Follow it around to the right to find one to two more guards. Eventually you'll come to a staircase leading up; that's where you'll find the last two guards.



#### At the top of the staircase, where the final two guards are, is a computer terminal. What does it do?

You'll need to shut this down after you've placed your suitcase on the conveyor belt to accomplish Objective 3. Once, it's out of commission, prepare for a shootout at the bottom of the staircase.

#### Where do I go after the shootout?

Continue forward until you see a doorway to your right. At its end, you'll find one more guard and the entrance to the lift down to Air Force One.

#### How do I make it past the lasers covering the floor?

Once you've eliminated all the guards in the room, carefully navigate your way through the lasers as they fade out. Take your time getting through the lasers, because they will deplete your health quickly if you touch them.



**THREE UP, THREE DOWN** Before entering the air base, you'll need to grab a stewardess' disguise.





**WATCH YOURSELF, SIR** Be careful while protecting the president; you can accidentally shoot him.

## Air Force One: Antiterrorism

### MISSION OBJECTIVES

- |  |     |
|--|-----|
| 1. Locate and retrieve equipment           | ✓   |
| 2. Locate the president                    | ✓✓  |
| 3. Get the president to the escape capsule | ✓✓✓ |
| 4. Detach the UFO from Air Force One       | ✓   |

#### Where do I locate my equipment?

Pass through the doorway directly in front of you at the start of the level. Walk up to the guard and sock him to obtain a key card, then activate the computer terminal right behind you to send up the lift with your equipment.

#### I encountered two airline stewards after obtaining the suitcase. What should I do?

To make it through to the president without being suspected, you need to



knock out both stewards without them seeing you. Otherwise, everyone else will immediately attack when they see you.

#### What should I do after knocking out the stewards?

Between the two doors at the back of the room, you'll notice a little nook with a control panel. Activate the panel to summon a cargo lift, then crouch down and get in.

#### What do I do once I reach the top?

Go into the door in front of you and knock out the guard inside to obtain a keycard. Walk through the door directly behind him to find two more guards. Knock both of them out, one of which will yield another keycard, then backtrack to where you knocked out the first guard. Open the doors on either side of the staircase to get a Cyclone machine gun from each.

#### Where can I find the president?

The staircase in the middle of the room will take you to the top level of the plane. You'll find the president behind the door

the guard is standing in front of. If everyone is alerted to your position, make a U-turn to your left at the top of the stairs and enter the president's chambers from the rear.

#### How do I protect the president from getting killed?

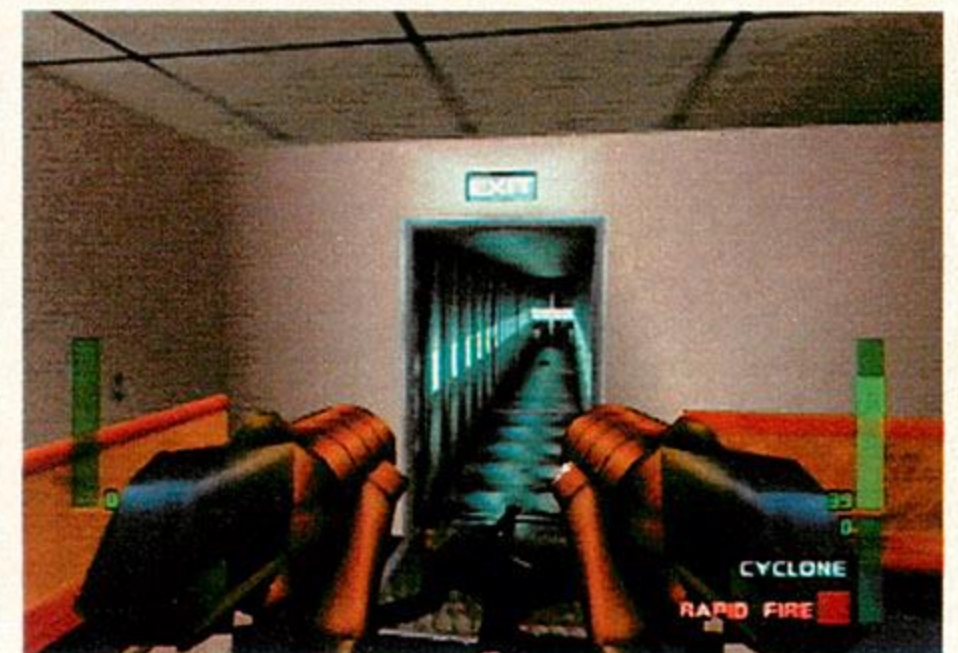
Always, always, always keep him behind you. Otherwise he's liable to run in front of your gunfire and get killed. Use the doors as shields here, opening and closing them as necessary to keep from getting hit.

#### How do I reach the escape capsule?

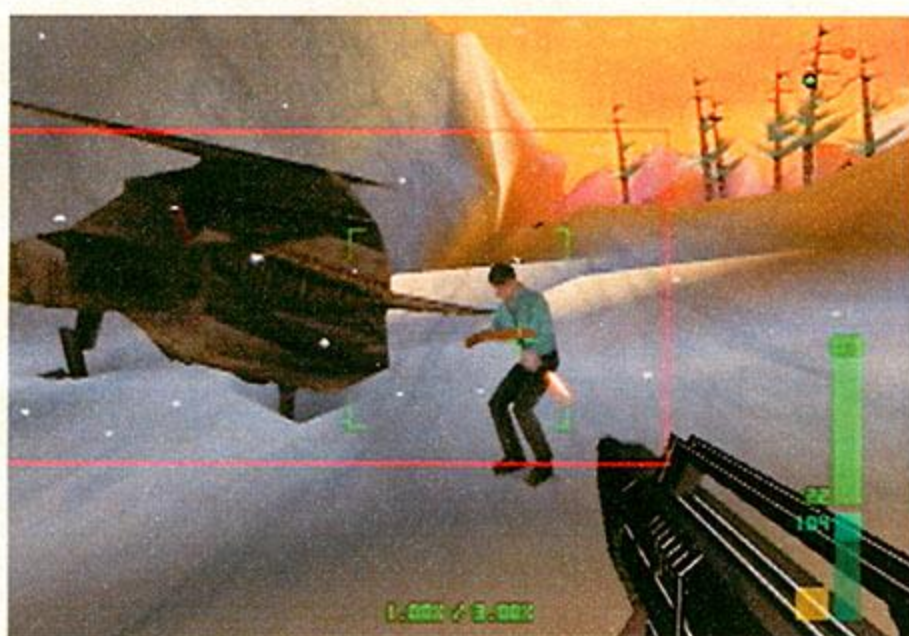
Once you reach the bottom of the staircase with the president in tow, proceed through either doorway in front of you and make your way back. After you encounter Trenton and take down the two Mr. Blondes in your way, walk through the left-hand door and proceed forward until you find an opening in the floor. Head down the opening and through either door in front of you. You should now see a set of elevator doors in the middle of the next room with a control panel on the right side. Open the doors to find the capsule.

#### How do I detach the UFO from Air Force One?

Backtrack the way you came, walking down the right-hand side of the plane. After a very short jaunt, you'll come to an opening to your right that looks like a tunnel. (Remember the cinema of the craft docking on the side of Air Force One?) Simply equip and throw your timed mine into it to end the mission.







## Crash Site: Confrontation

### MISSION FIVE: OBJECTIVE

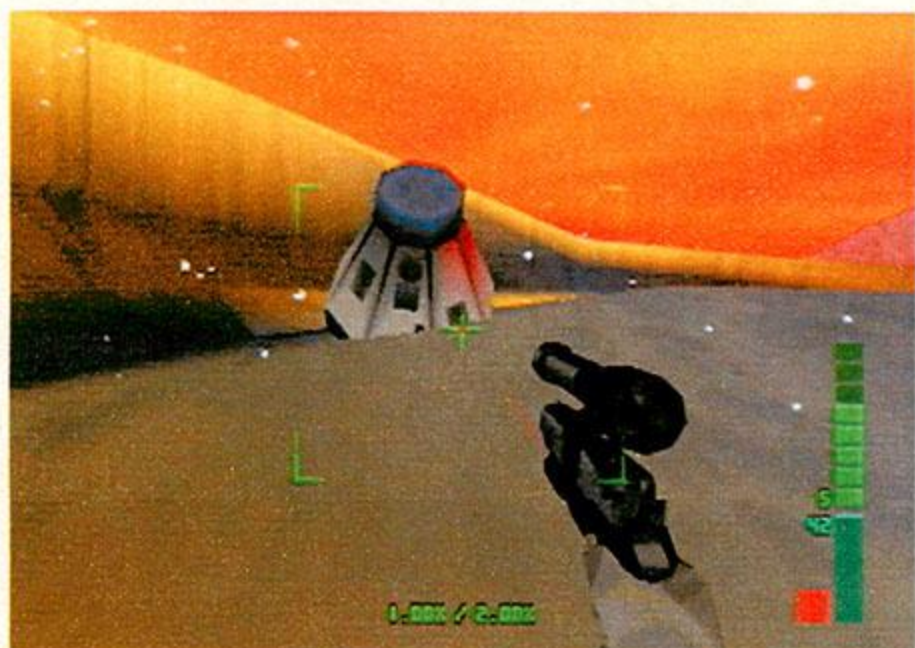
1. Retrieve the presidential medical scanner ✓
2. Activate the distress beacon ✓
3. Retire the presidential clone ✓✓
4. Locate and rescue the president ✓✓

#### How do I activate the distress beacon?

When you begin the level, walk forward and around the right side of the small plateau in front of you. You'll soon run into two soldiers standing watch and see the president's escape pod buried in the snow. Clip the two enemies from a distance, then approach the pod to activate the beacon. Even though this is the second objective, you can satisfy it before you retrieve the scanner.

#### How can I keep a steady aim in the blustering wind?

When traipsing through the windy wasteland around the crash site, you'll



**BLOOD ON THE ICE** Trigger-happy soldiers bent on your death run rampant on the crash site.

get blown around if you try to stand and aim your weapon. To avoid wasting bullets and time, drop into a crouch and then target your enemy to remain steady. In the case of the sniper rifle, crouch while equipped with either the Falcon 2 or K7 Avenger, then switch over to the rifle. For some reason, you can't crouch while holding this weapon.

#### Where can I find the medical scanner?

Once you've activated the beacon, continue forward, flanking to the right of the plateau next to the escape pod. Approach the plane on the right side and take out the Mr. Blonde standing guard near the downed Air Force One, then walk around the nose of the plane to the left side. In the snow you'll see a metal suitcase, which contains the scanner you're looking for.

#### I've encountered a cave cast in almost complete darkness. What should I do?

Once you hit the cave, you'll need to put on your night-vision glasses and work your way through. Be careful, however, as it's easy to get cornered by an onslaught



of enemies. Your best bet is to circle around to your left and snipe anything that moves. Toward the very back of the cave, you'll find a shield nestled cozily in the snow.

#### Where can I find the presidential clone?

You can find the clone in one of two places: either in the dark passage of caves, which requires you to use your night-vision glasses, or in a little clearing near the enemy's parked craft.

#### What defense systems guard the parked enemy craft?

In addition to two patrolling guards, you'll also have to deal with two autoguns. The best way to destroy the guns is to equip your K7 Avenger and use the Threat Detect secondary function to help you target them.

#### Where do I take the president once he's in my custody?

After you've rescued the president, work your way behind the mountain and find Elvis. Once you meet up with him, Objective 4 will be complete.





# Pelagic II: Exploration

## MISSION OBJECTIVES

- |                                     |     |
|-------------------------------------|-----|
| 1. Disable primary power source     | ✓   |
| 2. Deactivate GP5 and autopilot     | ✓✓  |
| 3. Activate the moon pool lift      | ✓✓✓ |
| 4. Rendezvous and escape with Elvis | ✓✓✓ |

### So, how do I disable the primary power source?

After you find the contraption, you'll have to put on your X-ray scanner to look for and deactivate the glowing green squares. To deactivate the squares, simply stand in front of one and press the B button. Once you've opened the reactor-shutdown control hatch, walk down the steps and cut the power.

### And how do I deactivate the GP5 and autopilot?

After you've cut the power, go back up the stairs and leave the room where you came in. Take a left and pass through the next two doors. After the second door, go up the staircase to your left. At the end of this new hallway, go up the next staircase and follow it to the bridge. You will see three officers – don't shoot any of them. Instead, knock out two of them, then approach the third one, who will then shut down the system.

### How do I activate the moon pool lift?

After you've completed Objective 2, backtrack to the bottom of the first staircase, which is on the main deck, then



**ALL SHOOK UP** Elvis lends a helping hand as you make your way to the lower deck and awaiting sub.



take a left and go through the door. Once in the next room, bear to your left again and go through another door. Keep going

forward, past the staircase leading down and through another door, then turn to your right. Follow this hallway to its end and hang a right through the next door. In the next hallway, enter the door on your left with the grill over the window and wipe out the five guards inside. Once that's done, walk over to the control panel on the wall to activate the lift.

### Where do I rendezvous with Elvis?

Backtrack to the staircase you passed on your way to activate the moon pool lift and follow it down. Take a right and pass through the door into the next hallway.



**BOXED IN** Blast the guards before they can duck behind the metal containers for cover.

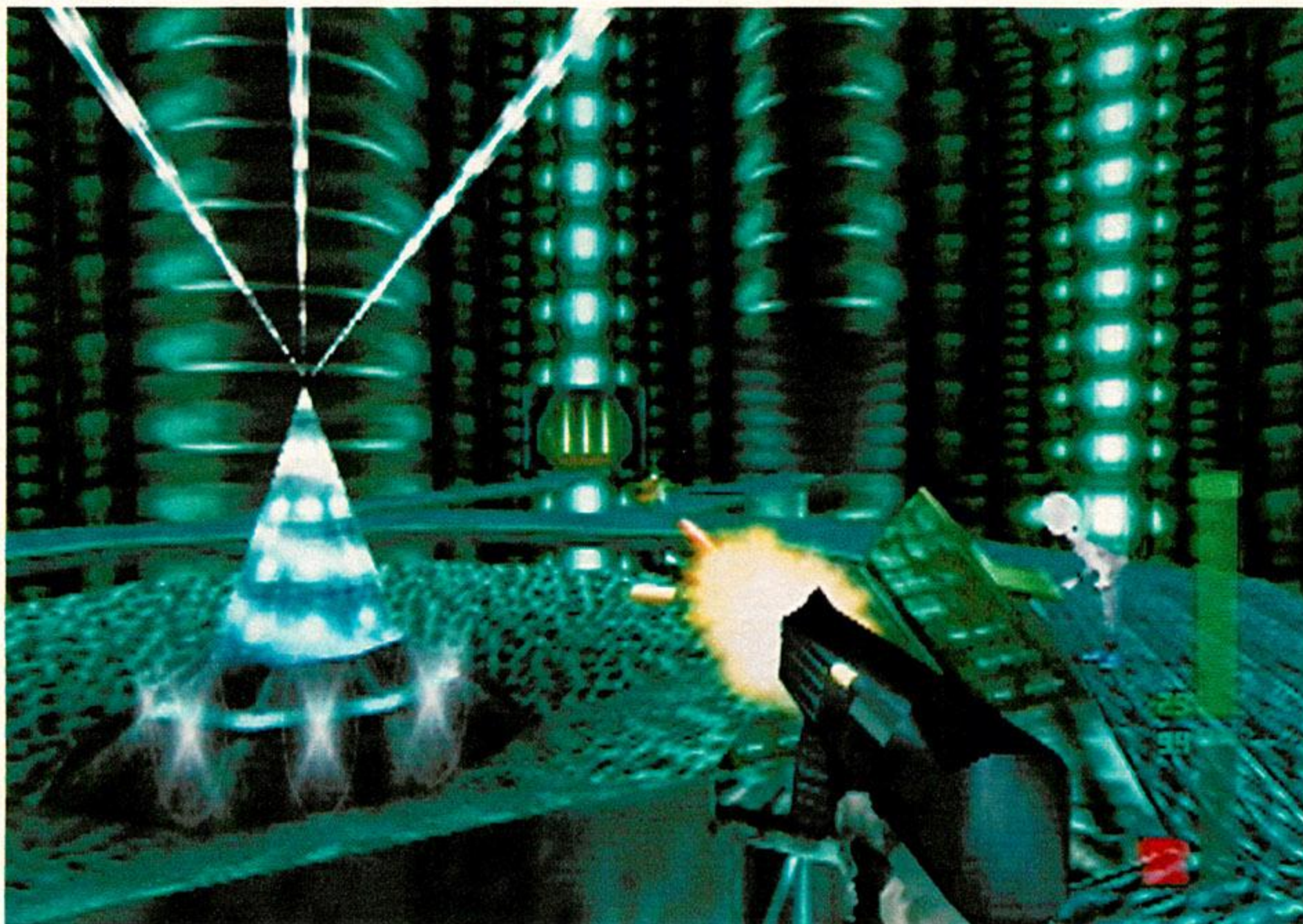


Take another right, then follow this hallway until you reach the staircase at the end. At the bottom of the stairs, follow the room around until you reach another staircase, which leads to yet another hallway. Follow this hallway to its end to find Elvis.

### What happens after I find Elvis?

Follow and protect the little fella as he guides you both out. Oh, yeah, you'll have to blast lots of bad guys in the process.





**TO SERVE AND PROTECT** As Elvis disables the megaweapon, you'll have to protect him from Skedar.

## Deep Sea: Nullify Threat

### MISSION OBJECTIVES

- |                                 |     |
|---------------------------------|-----|
| 1. Reactivate the teleports     | ✓✓✓ |
| 2. Disable the Cetan megaweapon | ✓✓  |
| 3. Secure the control room      | ✓✓✓ |
| 4. Escape from the Cetan ship   | ✓   |

#### What do I do at the start of the level?

Work your way forward to the end of the hallway. Once you pass through the first tube, get ready to equip your IR scanner so you can see the cloaked guards in the dark room. After you've cleared them out, you'll need to walk through another tube just like the first.

#### So, what do I do at the end of the second tube?

Take a right and follow the next hallway until you reach a fork in the road, then take a left.

#### There are little green lanterns on the floor. What are they for?

To open the locked doors in this area, you'll have to shoot the lanterns.

#### How do I reactivate the teleports?

Once you've reached your destination, walk up to the control panel at the back of the round room and wait for Elvis to join you. He will reactivate the teleports, thus providing you with the necessary help to complete the mission.

#### Where can I find the teleports?

Backtrack to the fork and head in the other direction through the big doorway. On the other side of the doorway, first head to your left to pick up a shield, then swing back around to the right and enter the teleportal.

#### And what can I look forward to on the other side of the teleportal?

Once you reach the other side, Elvis will give you his Farsight weapon. After he's done that, run ahead of him and take out any resistance. At the end of the line you'll find the Cetan megaweapon.



#### How am I supposed to disable the Cetan megaweapon?

Actually, Elvis disables it for you. However, while he's doing that, you'll have to cover his back by blasting any Skedar that try to stop him. Be sure that no Skedar even touch him, because with one bite, Elvis will be instantly killed.

#### How do I secure the control room?

All you need to do is wipe out the Mr. Blondes guarding Dr. Carroll, then make contact. Once that's accomplished, follow Elvis as you backtrack to the beginning of the level to complete the mission. Then it gets interesting.



**HEADS UP** Thankfully, Elvis plays an active role in helping you clear out any soldiers in the catacombs.



# Carrington Institute: Defense

## MISSION SEVEN: OBJECTIVE

- |                                      |      |
|--------------------------------------|------|
| 1. Reactivate the automatic defenses | ✓✓✓  |
| 2. Release the hostages              | ✓✓✓  |
| 3. Retrieve the experimental weapon  | ✓    |
| 4. Deactivate the bomb               | ✓✓✓✓ |

### Where can I find the automatic defenses?

As you start the level, blast the big Skedar to your left, then whip around and follow the rampway down. Make a right at the bottom and follow this hallway down until you can make your first left. Weave your way through three consecutive entryways, all of which are at the top of the screen, until you come to a guard in a hallway. Take a left, then a quick right to find the first control switch on the wall. Turn back around and head down the hallway, away from the guard, and pass through the door at the end. Make a quick left, then a quick right, and pass through another door. Make another quick left to find the second control switch. Turn to your right, head down the next hallway, and pass through the door at the end. Follow the next curved hallway to another doorway, enter it, and hit the third and final control switch.

### Where do I find the hostages?

Backtrack to the beginning of the level and rescue the hostages located on the second floor first. After you've done that, head back downstairs and enter the two rooms on the first floor to rescue the rest of the hostages.

### What's the best way to free them?

Use your combat boost to aid you in freeing the hostages on the second floor. If you're efficient, you can rescue all four on one boost. Once you've freed the hostages on the second floor, ride the elevator to the right of the rooms where



you rescued the hostages and enter the room at the bottom first. (It looks like the holodeck from *Star Trek: The Next Generation*.) Then enter the other room to your left.

### Where do I go to retrieve the experimental weapon?

After you've freed the hostages in the second room on the first floor, you'll notice a gun in a glass case. Activate the computer on the table to the left of the case to open it, so you can retrieve the special weapon.

### And what do I do once I have the weapon in hand?

After you retrieve the weapon, a countdown will begin, signaling that it's time to deactivate the bomb to complete Objective 4. First, equip the experimental weapon, then press and hold B and tap Z to activate the cloaking device. Then go back down to the hangar in the same direction you went to activate the autodefense system. In the first helipad, you'll discover a hovering Skedar ship. Equip your Data Uplink and stand close to



the ship to download the virus. Once that's done, head into the main hangar to finish the mission and then move on to the attack ship.



**PEEK-A-BOO** A dataDyne trooper turns the corner at precisely the wrong moment. Sucks to be him.



## Attack Ship: Covert Assault

### MISSION OBJECTIVES

- |                                    |     |
|------------------------------------|-----|
| 1. Disable the shield system       | ✓   |
| 2. Access the navigational systems | ✓✓  |
| 3. Sabotage the engine systems     | ✓✓✓ |
| 4. Gain control of the bridge      | ✓✓✓ |

#### How do I disable the shield system?

Once Cassandra leaves the room, press and hold B to flip your knife over. Exit your holding cell and run up on the first Skedar you come to and throw your blade into it. Once the Skedar has expired, run over and pick up its gun, then blast the second Skedar. Collect his weapon, then shoot the three computers in the control room to disable the shields.

#### What do I do once the shields are all disabled?

Get inside the elevator in the control room and ride it to the hangar to meet up



**SECURE THE HANGAR** Before moving up to the ship's main deck, you'll need to take down some pests.

with Elvis and two other Maian agents. Now proceed to eliminate all the Skedar in the hangar until Elvis gives you the command to catch a ride on the lift. Don't forget to collect all the ammo the dead Skedar leave behind.

#### How do I access the navigational systems?

Once you and Elvis arrive on the main deck of the ship, work your way to the back until you find the map room, at which time Elvis will reprogram the ship. Once that's done, you'll have to work your way up to the engine room.

#### How do I sabotage the engine systems?

Upon reaching the power core, you'll have to shoot out the braces that hold it in place in order to complete Objective 3. Immediately after blasting away the braces, boogie your way out of the room and continue to ascend up to the ship's bridge.

#### How do I gain control of the bridge?

When you reach the bridge, you'll have to fight your way through a host of Skedar while Elvis gains control of the ship. Just keep blasting until there are no aliens left, then your mission is over. Now, only the Skedar Ruins remain. Good luck.



**BLOW THE CORE** Disabling the ship's engines is a breeze. Simply target the struts and fire away.







## Skedar Ruins

### MISSION OBJECTIVES

- |                                 |      |
|---------------------------------|------|
| 1. Identify temple targets      | ✓    |
| 2. Activate bridge              | ✓✓✓  |
| 3. Gain access to inner sanctum | ✓✓   |
| 4. Assassinate Skedar leader    | ✓✓✓✓ |

#### How do I identify the temple targets?

You'll find five pillars located in the first part of the ruins. By equipping your R-tracker from your inventory, you'll be able to identify to which pillars you should affix a target amplifier. Once you've found all three, within 10 seconds they will begin to detonate one by one.

#### What about the two leftover pillars?

Use your Devastator to affix a wall-hugger grenade to the other two pillars and you'll receive a Double Phoenix next to the edge of the cliff.

#### How do I reach the inner sanctum?

Across the cliff where you found the Double Phoenix and to your left, you'll see a Skedar and a rock face. Equip your Double Phoenix or Devastator and knock out the wall. Make your way down and across the chasm to the other side and go down the narrow path. Drop to the ground and blast the cloaked Skedar to your left, then proceed forward. Take your next left and blast the wall.

#### How do I activate the bridge?

You'll need to go into the room located in the first long hallway of the inner temple. Inside you'll find a square on the floor



and a movable rock. Push the rock over the square in the floor to extend the bridge and safely pass over the chasm.

#### It's hard to see with the lights flickering. What should I do?

Once you've crossed the bridge, you'll notice the temple is experiencing an electrical short, causing the lights to occasionally flicker. To see in this less-than-operable environment, simply equip your IR scanner.

#### What should I do when it asks me to make a sacrifice to the God of War?

To reactivate the generators, you'll need to make a sacrifice to the God of War by leaving one of your weapons behind. You'll want to leave the weapon you need the least at this point, which should be your Devastator, since you've probably used all of its ammo anyway.

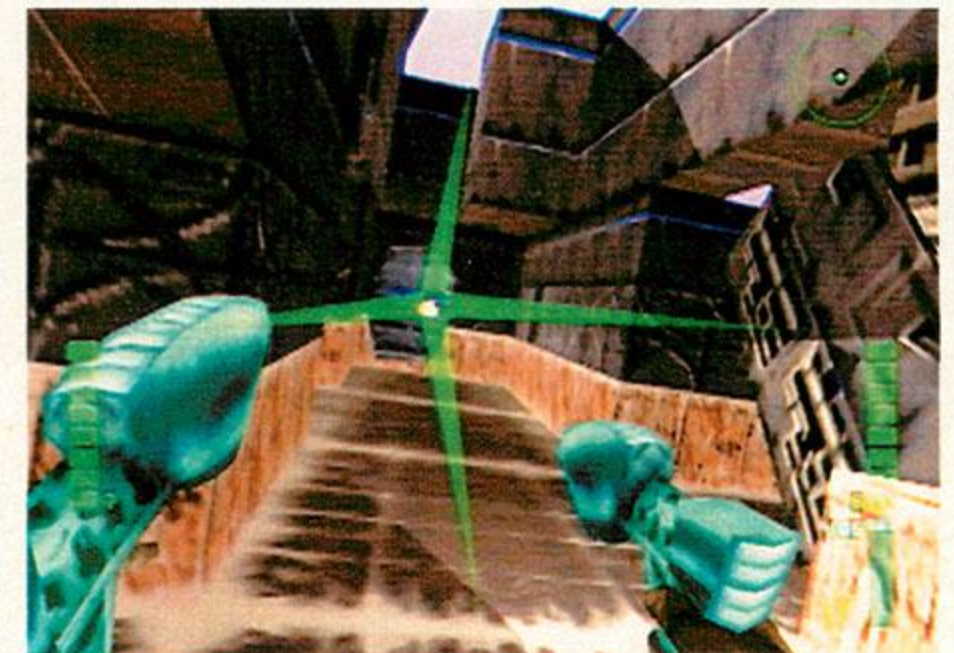
#### How do I reach the inner sanctum?

Once you've turned the generators on, backtrack down the hall, then turn to your left and enter the door. Walk up the platform to another door, then run across

the transparent walkway to its end. You'll find a Skedar guard and, behind it, the door to the inner sanctum.

#### How do I defeat the final boss?

Plug away at the Skedar leader while using your Double Phoenix. Be mindful of the large and small soldiers the leader sends after you and try to hit his Slayer rockets out of midair. Once the leader has taken enough damage, his shield turns green, at which time you need to focus your attack on the statue situated above him, working your way from bottom to top. Once you've completely blasted the statue, the Skedar leader will be finished.



**THE FINAL BATTLE** Once you reach the Skedar Battle Shrine, get ready for your biggest fight yet.



# Overkill: Cheats to Die For

So, you've finished *Perfect Dark*, but you still want to keep playing. Problem is, you want new challenges and new gameplay experiences. Never fear, trigger-happy gamer, because this game is full to the clip with hidden cheats that will surely keep you playing for many months to come. Check out our handy list to find what cheats you can get and what it takes to get 'em.

## FUN



*Perfect Dark* contains a range of character cheats that do nothing to alter the overall gameplay, but dang, they sure are fun to use.

- DK Mode:** To play as a superdeformed freak, complete Chicago: Stealth on any skill level.
- Small Jo:** To play as a smaller version of Jo, complete G5 Building: Reconnaissance on any skill level.
- Small Characters:** To battle against puny enemies, complete Area 51: Infiltration on any skill level.
- Team Heads Only:** To battle against enemies that look like the Rare team members, complete Air Base: Espionage on any skill level.
- Play as Elvis:** Complete Area 51: Rescue on the Perfect Agent skill level in under 7:59.
- Slo-Mo Single Player:** To play in constant slow motion, complete dataDyne Research: Investigation on any skill level.

## GAMEPLAY



Think playing *Perfect Dark* is really easy or extremely difficult? Complete the following objectives to alter the gameplay to your liking. Being invincible has its advantages.

- Invincible:** Complete Area 51: Escape on Agent skill level in under 3:50.
- Cloaking Device:** Complete G5 Building: Reconnaissance on Agent skill level in under 1:40
- Marquis of Queensbury Rules:** Complete dataDyne: Defection on Super Agent skill level in under 1:30.
- Jo Shield:** Complete Deep Sea: Nullify Threat on any skill level.
- Super Shield:** Complete Carrington Institute: Defense on Agent skill level in under 1:45.
- Enemy Shields:** Complete Carrington Institute: Defense on any skill level.
- Enemy Rockets:** Complete Pelagic II: Exploration on any skill level.
- Perfect Darkness:** Complete Crash Site: Confrontation on any skill level.

## WEAPONS FOR JO IN SOLO



Joanna's pretty well equipped as it is, but adding specific weapons to her inventory during solo missions makes her even more deadly. So many guns, so few enemies. (Sigh.) What's a girl to do?

- Rocket Launcher:** Complete dataDyne Central: Extraction on any skill level.
- Sniper Rifle:** Complete Carrington Villa: Hostage One on any skill level.
- SuperDragon:** Complete Area 51: Escape on any skill level.
- Laptop Gun:** Complete Air Force One: Antiterrorism on any skill level.
- Phoenix:** Complete Attack Ship: Covert Assault on any skill level.
- Psychosis Gun:** Complete Chicago: Stealth on Perfect Agent skill level in under 2:00.
- Trent's Magnum:** Complete Crash Site: Confrontation on Agent skill level in under 2:50.
- Farsight:** Complete Deep Sea: Nullify Threat on Perfect Agent skill level in under 7:27.

## CLASSIC WEAPONS FOR JO IN SOLO

So, you wish Joanna could sport the same weapons you became so familiar with in *GoldenEye*? Jump into the Firing Range and get yourself busy.

- PP9i:** Win all golds on the Firing Range.
- CC13:** Win all golds on the Firing Range.
- KL001313:** Win all golds on the Firing Range.
- KF7 Special:** Win all golds on the Firing Range.
- ZZT (9mm):** Win all golds on the Firing Range.
- DMC:** Win all golds on the Firing Range.
- AR53:** Win all golds on the Firing Range.
- RC-P45:** Win all golds on the Firing Range.

## WEAPONS



If you want to seriously kill your enemies, then you're going to want to get your mitts on the following weapon enhancements and equipment. Who wouldn't want a reserve of unlimited ammo or the R-Tracker to help you find hidden weapons? You know you do.

- Classic Sight:** To ditch the high-tech *Perfect Dark* sights and play using *GoldenEye*'s yellow crosshairs and red scope sights, complete dataDyne Central: Defection on any skill level.
- Unlimited Ammo - Laptop Gun:** Complete Air Force One: Antiterrorism on Perfect Agent in under 3:55.
- Hurricane Fists:** To batter your enemies with fists faster than Bruce Lee's, complete dataDyne Central: Extraction on Agent skill level in under 2:03.
- Unlimited Ammo:** Complete Pelagic II: Exploration on Special Agent skill level in under 5:50.
- Unlimited Ammo - No Reloads:** Complete Air Base: Espionage on Special Agent skill level in under 3:11.
- X-Ray Scanner:** To acquire this device so you can see through walls and look for trouble in other rooms, complete Area 51: Rescue on any skill level.
- R-Tracker/Weapon Caches:** To add this handy device to your inventory so you can find where all the hidden weapons are in a level, complete Skedar Ruins: Battle Shrine on any skill level.
- All Guns in Solo:** Complete Skedar Ruins: Battle Shrine on Perfect Agent skill level in under 5:31.

## BUDDIES



Feeling lonely or just want to share a victory celebration with a virtual friend in Cooperative mode? Complete these objectives and unlock the following simulant companions to help you bust out a can of whoop-ass on your foes.

- Velvet Dark:** To play as Jo's blonde sister, you don't need to complete a damn thing. Simply fire up the game to access the cheat.
- Pugilist:** To have this bad-ass bully at your side to tear through anyone who gets in your way, complete dataDyne Research: Investigation on Perfect Agent skill level in under 6:30.
- Hotshot:** To unlock this double-Magnum-toting buddy, complete Area 51: Infiltration on Special Agent skill level in under 5:00.
- Hit and Run:** To unlock this run-and-gun buddy, complete Carrington Villa: Hostage One on Special Agent skill level in under 2:30.
- Alien:** To unlock one of Elvis' Maian buddies, complete Attack Ship: Covert Assault on Special Agent skill level in under 5:17.



# TELL US WHAT YOU THINK!

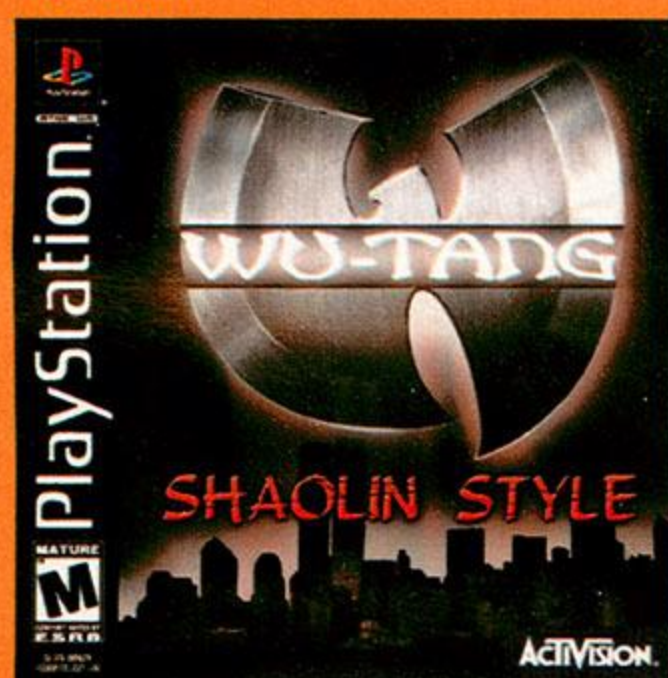
## Complete Our Reader Survey and Win the Hottest New Software!

Here at *incite Video Gaming*, we believe in providing our readers an opportunity to tell us what they think of the magazine. That way we can make sure we'll give you what you want in upcoming issues. So please take a moment to answer the questions in this survey. And to show our appreciation for your time, we'll enter your name for a chance to win some great prizes.

## WE HAVE HUNDREDS OF THESE GREAT GAMES TO GIVE AWAY! NO LIE!

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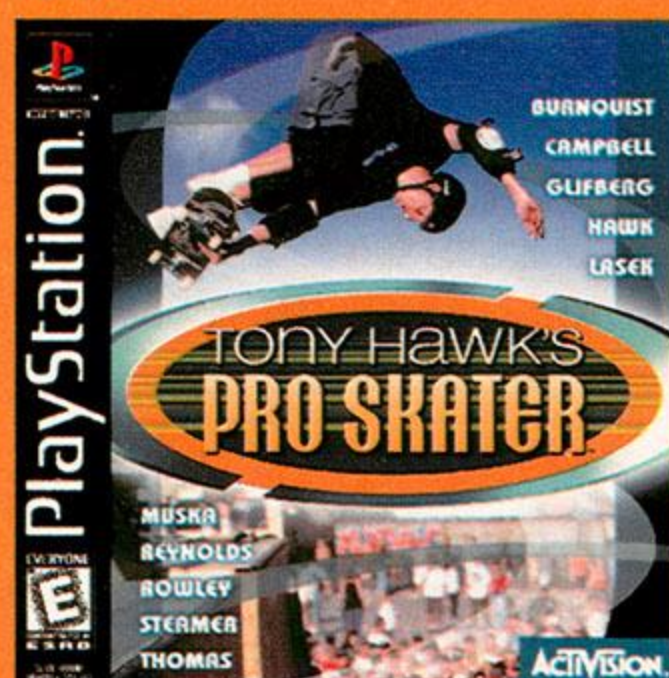
SHAOLIN STYLE  
ACTIVISION



Insane fighting action with the stars of the rap band Wu-Tang Clan.

### TONY HAWK'S

PRO SKATER  
ACTIVISION



One of the greatest games ever, *Tony Hawk* deserves a place in your collection.

### N-GEN

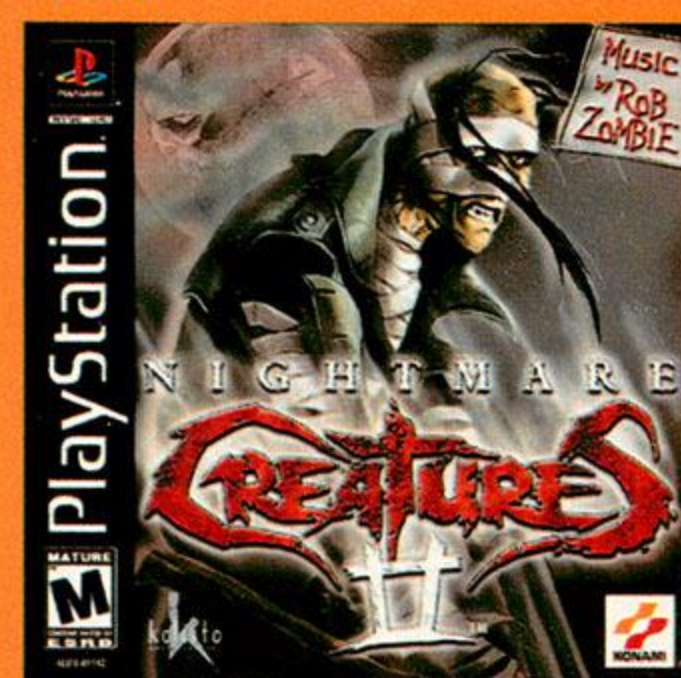
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INFOGRAMES



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### NIGHTMARE

CREATURES 2  
KONAMI



Listen to Rob Zombie tunes as you hack 'n slash through Paris and London.

1. What video game systems do you currently own?

☐ Sony PlayStation  
☐ Sega Dreamcast  
☐ Nintendo 64  
☐ GameBoy  
 Other \_\_\_\_\_ ☐

2. How old are you?

☐ Under 11  
☐ 11-13  
☐ 14-15  
☐ 16-19  
☐ 20-22  
☐ 23-25  
☐ 26-28  
☐ 29-31  
☐ 32-35  
☐ 36-40  
☐ 41-50  
☐ 51+

3. Are you...

☐ Male  
☐ Female

4. On average, how often do you play video games? At least...

☐ Once a week  
☐ Twice a week  
☐ Three to four times a week  
☐ Five to six times a week  
☐ Every day  
☐ Other \_\_\_\_\_

5. What's your favorite video game genre? ( Select one only )

☐ Action/Adventure  
☐ Fighting  
☐ Puzzle/Card games  
☐ Racing  
☐ Shooters  
☐ Simulations  
☐ Sports  
☐ Strategy  
☐ Role-Playing Games  
☐ Other  
☐ Don't Know  
☐ None

6. How many video games have you bought in the last 12 months?

☐ 1-5  
☐ 6-10  
☐ 11-15  
☐ 16-20  
☐ 21+

7. In general, please rate the following sections of **incite Video Gaming** (5 being the best, 1 being the worst, DK = don't look at/read it)

	5	4	3	2	1	DK
Cover	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Letters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
News	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WWF Rant	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Closet Gamer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Features	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Celebrity Battles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Celebrity Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Keepin' It Real	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Previews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Codes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strategies	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rod Furlong	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

8. In general, would you like to see more celebrities in the magazine?

☐ Yes  
☐ No  
☐ Current amount is just right  
☐ Don't know

9. Should **incite** cover arcade games?

☐ Yes  
☐ No  
☐ Don't care

10. Should **incite** include an import game section?

☐ Yes  
☐ No  
☐ Don't care

11. What lifestyle aspect(s) would you like to see more of future issues?

☐ Movies  
☐ Sports  
☐ Television  
☐ Music  
☐ Wrestling  
☐ DVD releases/reviews  
☐ CD releases/reviews  
☐ Toys  
☐ Extreme sports  
☐ Hi-tech gadgets  
 Other \_\_\_\_\_



12. Would you like to see more celebrity interviews?

Yes ☐ Current amount is just right ☐  
No ☐ Don't know ☐

13. What types of celebrities do you want to see interviewed?

Actors ☐ Wrestlers ☐  
Athletes ☐ Game designers ☐  
Musicians ☐ Models ☐

Other ☐

14. What's your favorite sport? (Select one only)

Basketball ☐ Hockey ☐  
Baseball ☐ Skateboarding ☐  
Football ☐ Snowboarding ☐  
Boxing ☐ Wrestling ☐  
Motorsports ☐ Soccer ☐

Other ☐

15. What's your favorite type of music? (Select one only)

Rap ☐ Techno ☐  
Rock ☐ Country ☐  
Alternative ☐ R&B ☐  
Punk ☐ Classical ☐  
Pop ☐ Dance ☐

Other ☐

16. What other gaming magazines have you purchased in the last six months?

GamePro ☐ PS X-Treme ☐  
Electronic Gaming Monthly ☐ PSM ☐  
Gamers Republic ☐ Official PlayStation Magazine ☐  
GameFan ☐ Xpert Gamer ☐  
Next Generation ☐ Tips & Tricks ☐  
Official Dreamcast Magazine ☐ Other ☐

17. What other "lifestyle" magazines have you purchased in the last six months?

Sports Illustrated ☐ Details ☐  
The Source ☐ ESPN The Magazine ☐  
Rolling Stone ☐ Entertainment Weekly ☐  
Maxim ☐ Interview ☐

Other ☐

18. Which **incite Video Gaming** cover was your favorite? (Select one only)

1. The Rock (WWF) ☐ 6. Derek Jeter (Baseball roundup) ☐  
2. Michelle Yeoh (Bond) ☐ 7. Lennox Lewis (Knockout Kings) ☐  
3. Natalie Raitano (Perfect Dark) ☐ 8. Ulala (Space Channel 5) ☐  
4. Chris Jericho (WWF) ☐ 9. Wolverine (X-Men) ☐  
5. Jaime Bergman (Dead or Alive) ☐ None of them ☐

19. What would you most like to see on the cover?

Celebrities/Real people ☐ Any image on the hottest game ☐  
Game art ☐ Other ☐

20. What new video game system are you most looking forward to?

PlayStation 2 ☐ Nintendo Dolphin ☐  
Microsoft X-Box ☐ Other ☐

21. Do you have internet access?

Yes ☐ No ☐

22. Have you visited incite.com?

Yes ☐ No ☐

23. Generally speaking, what do you like most about **incite Video Gaming**?

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24. What in **incite Video Gaming** could use improvement?

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All entries must be submitted by 8/13/2000.  
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Date of Birth  Gender Male ☐ Female ☐

Phone

Email address

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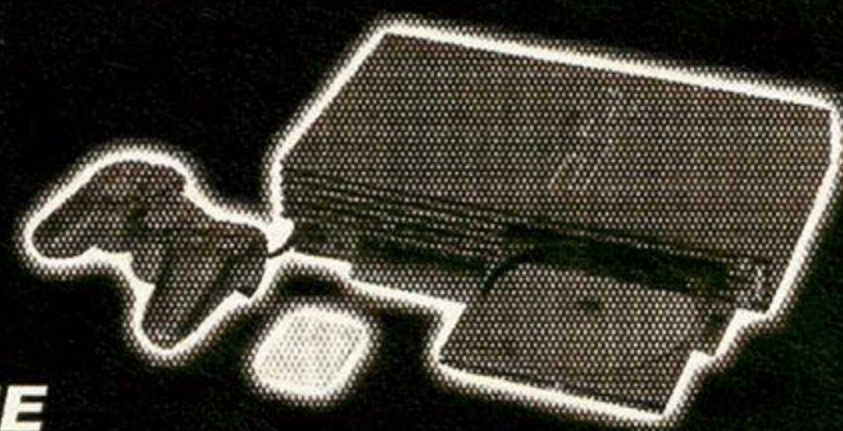
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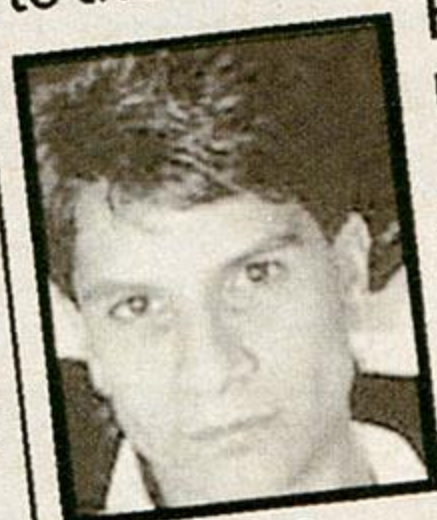
# E3 POLICE BLOTTER

## May 11, 2000 — 4:34 p.m. Corner of Figueroa and 12th

Officers observed a short, swarthy man stumble out of the G.O.D. beer tent on Figueroa and attempt to forcibly enter a yellow, Pokémon-themed Volkswagen Beetle parked on 12th. Suspect was approximately 4'11," mustachioed, heavyset, with a possibly affected Italian accent, wearing red overalls and a red hat. When questioned, the perp appeared heavily intoxicated and identified himself as "Jack freakin' Daniels" before assaulting the arresting officers. According to police reports, the man "repeatedly jumped on our heads, and then,

while we were down, just booked. He was quick, for a little guy. Damn quick." The suspect is still at large.

## May 12, 2000 — 10:22 p.m. Sony Studios



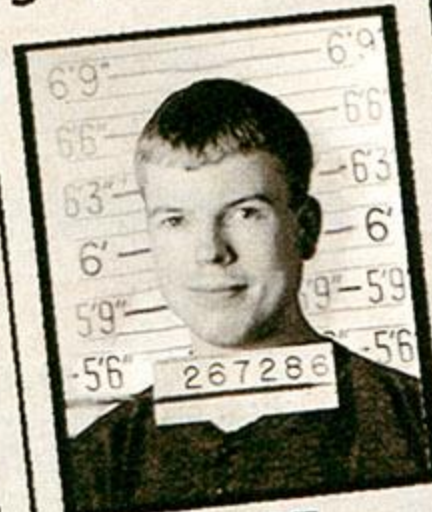
TALLARICO

Police and paramedics were called to the scene when a stray spotlight hit Electronic Playground presenter Tommy Tallarico's silver sequined shirt, causing three bystanders to go blind. "I wasn't even looking at Tommy. I was looking over his shoulder,"

lamented one distraught victim.

## May 13, 2000 — 11:58 p.m. Sunset Boulevard

Sloppy-drunk journalist Ryan Lockhart was told to "calm down, guy" by a passing L.A.P.D. patrolman. Ryan had been shouting about how he wanted to "go to that cowboy bar!" Ironically, he was actually already in that cowboy bar at the time, or at least on the veranda. He later refused to ride the mechanical bull.



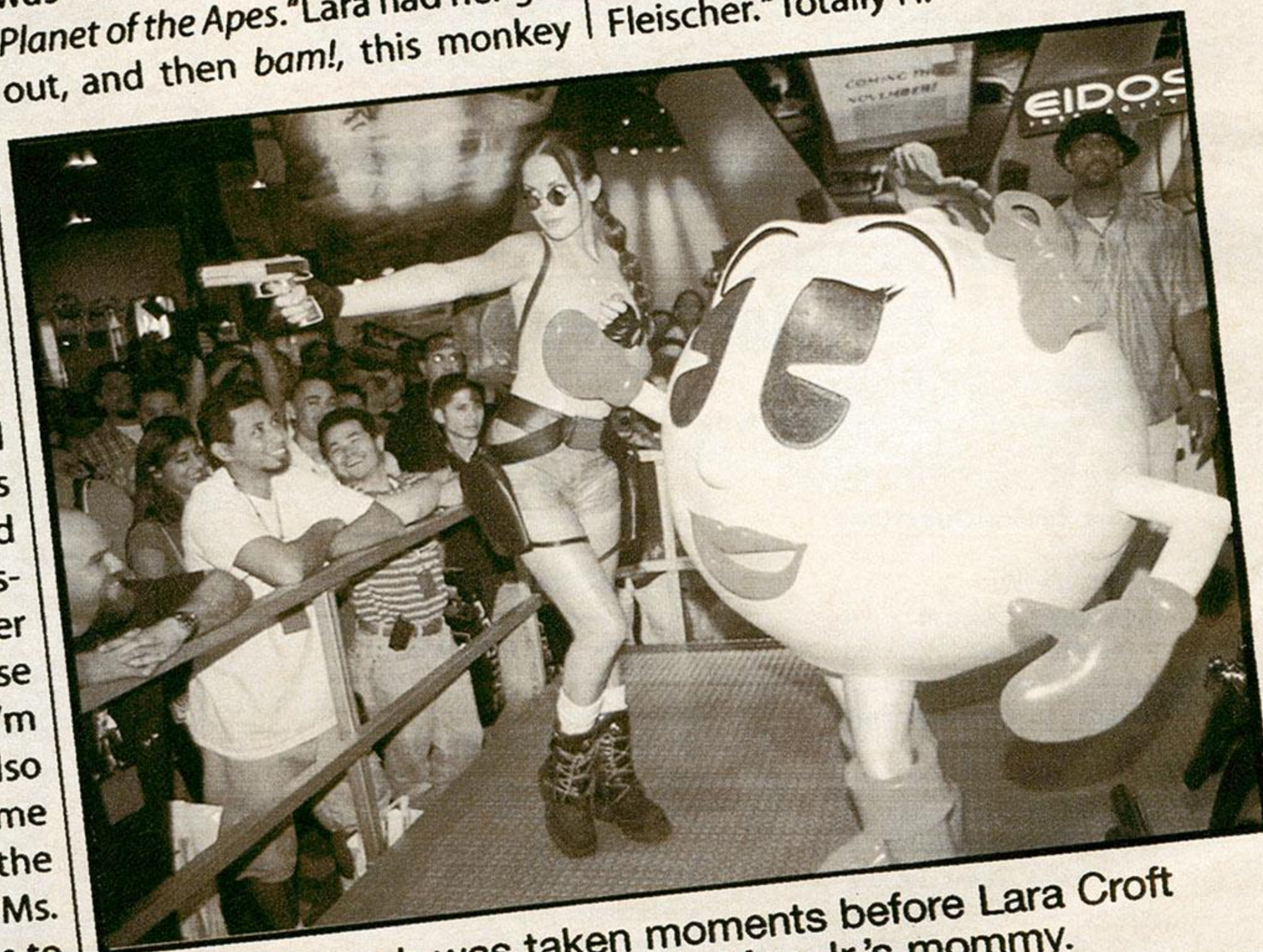
LOCKHART

## May 11, 2000 — 11:29 a.m. Los Angeles Convention Center, West Hall

A suspect later identified as Lara Croft was apprehended after threatening Ms. Pac-Man with a loaded firearm, according to witness reports. After posing for a publicity photograph with the victim, Ms. Croft allegedly turned her weapon on Ms. Pac-Man, shouting to the crowd, "Right, all you sweaty, goateed freaks, this is how it's going down. I just turned 16, and I'm sick of this learner's-permit bulls---. Somebody better bring me a valid driver's license with my picture on it, or I'm busting a cap in Ms. Pac-Man. I also want a dozen Krispy Kreme doughnuts, still warm from the oven, or I'm busting a cap in Ms. Pac-Man. And if someone steps to me, I'm busting a cap in Ms. Pac-Man. I will count to five." The

perpetrator was subdued by a bystander, Aaron Goldfarb, who was dressed as Cornelius from *Planet of the Apes*. "Lara had her gat out, and then bam!, this monkey

guy comes outta nowhere and lays her flat. It was hardcore!" reported a backward-baseball-cap-wearing eyewitness named Robert Fleischer. "Totally H!"



This photograph was taken moments before Lara Croft allegedly threatened to kill Pac-Man Jr.'s mommy.



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Activision (Fighting)  
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**Acclaim (Adventure)**  
**Release: 6/00**  
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**\$46.95**

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**Nintendo (Adventure)**  
**Release: 7/00**  
**N64**  
**\$52.95**

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**Atlus (Roleplaying)**  
**Release: 8/00**  
**N64**  
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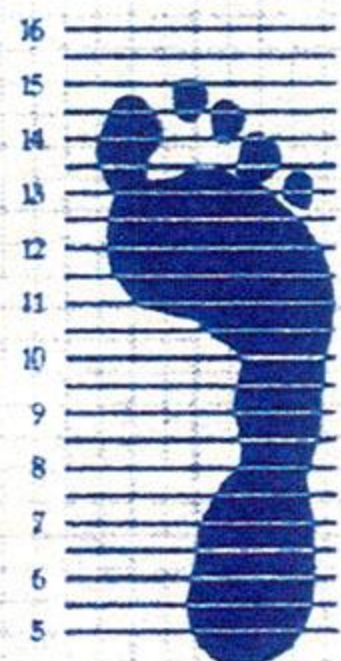
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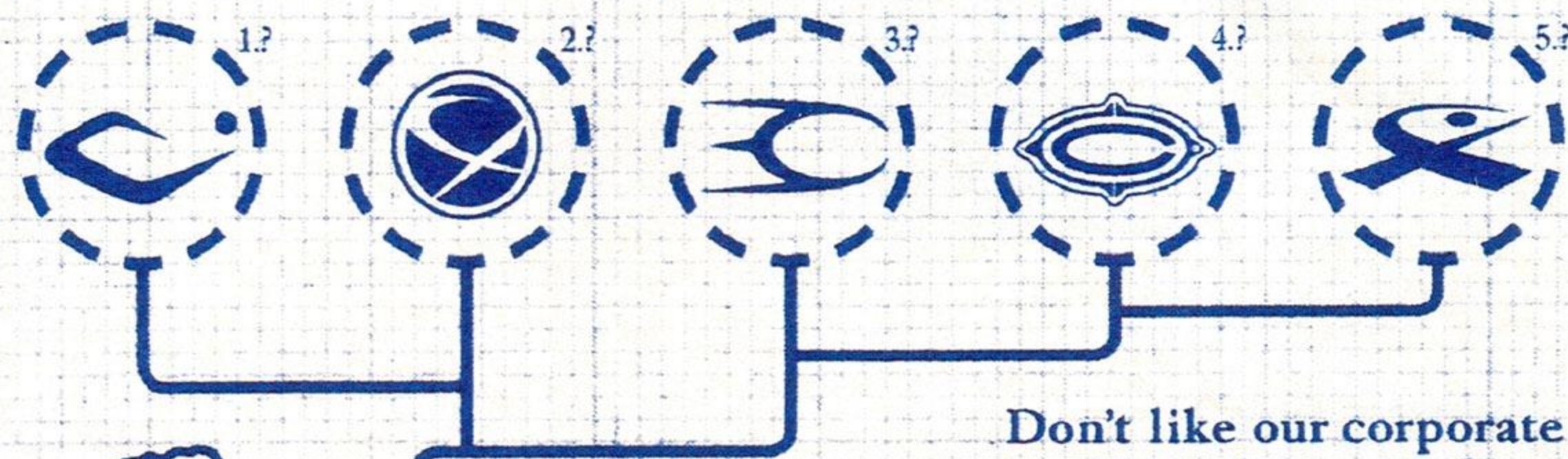
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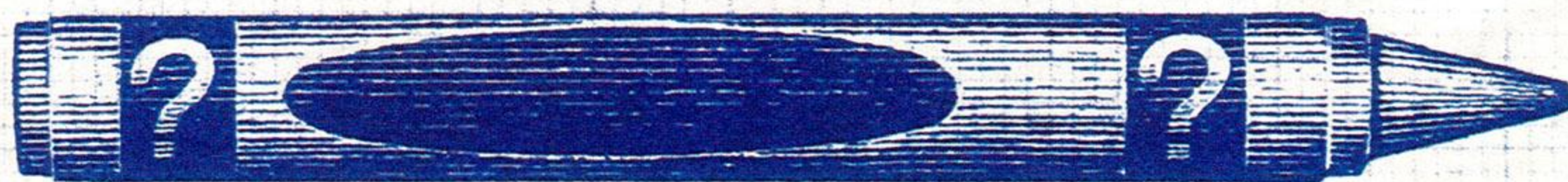
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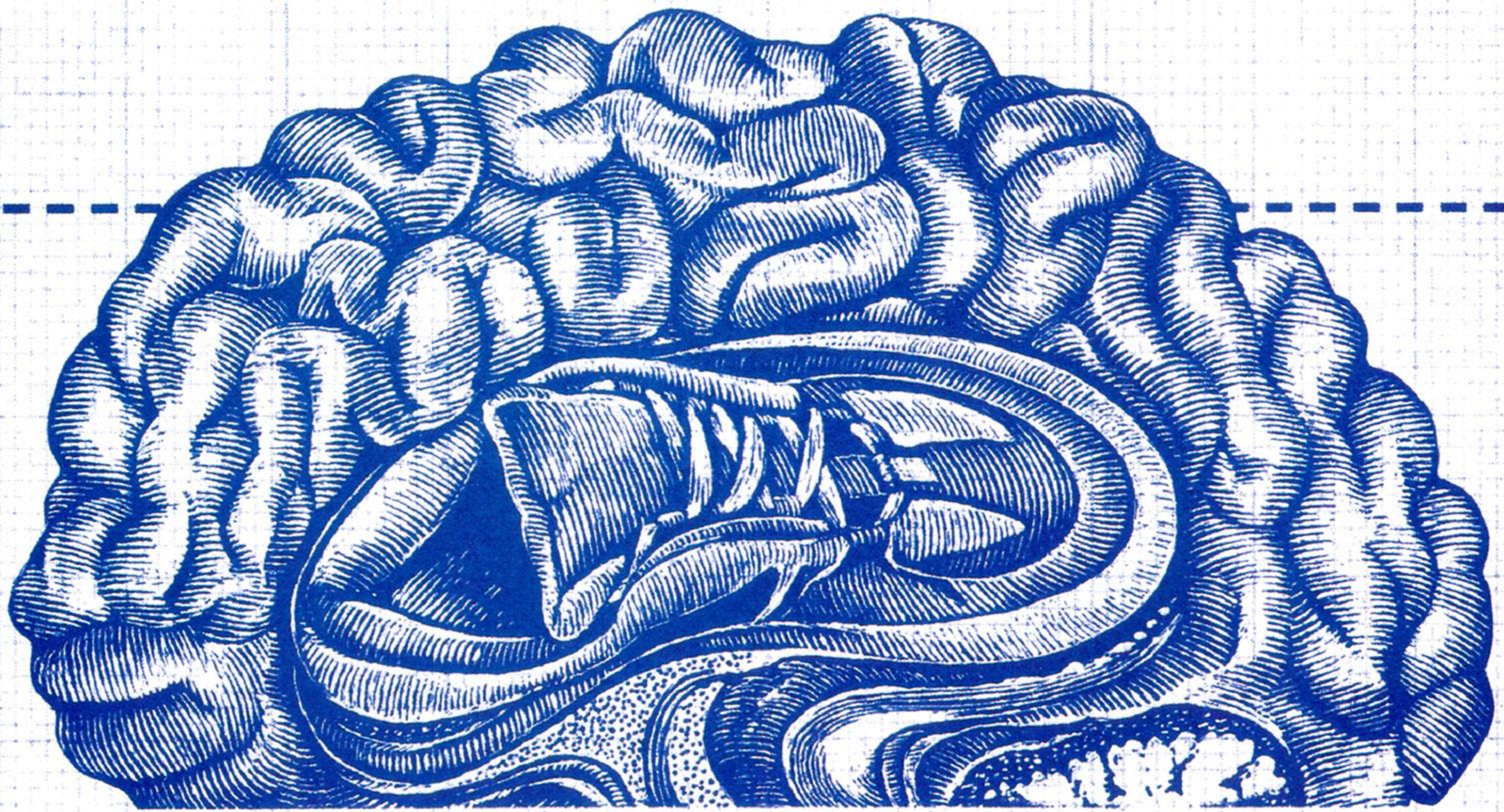
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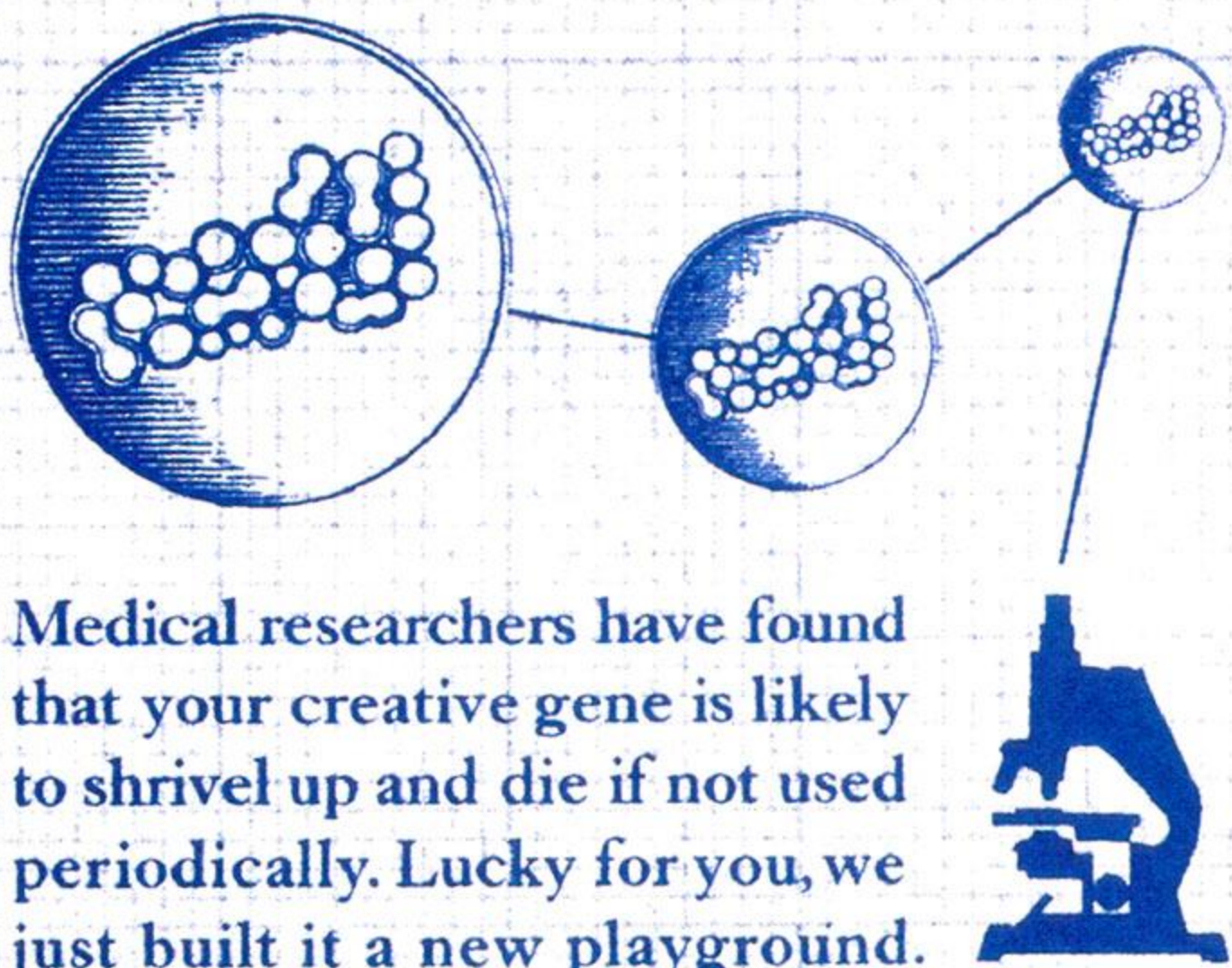
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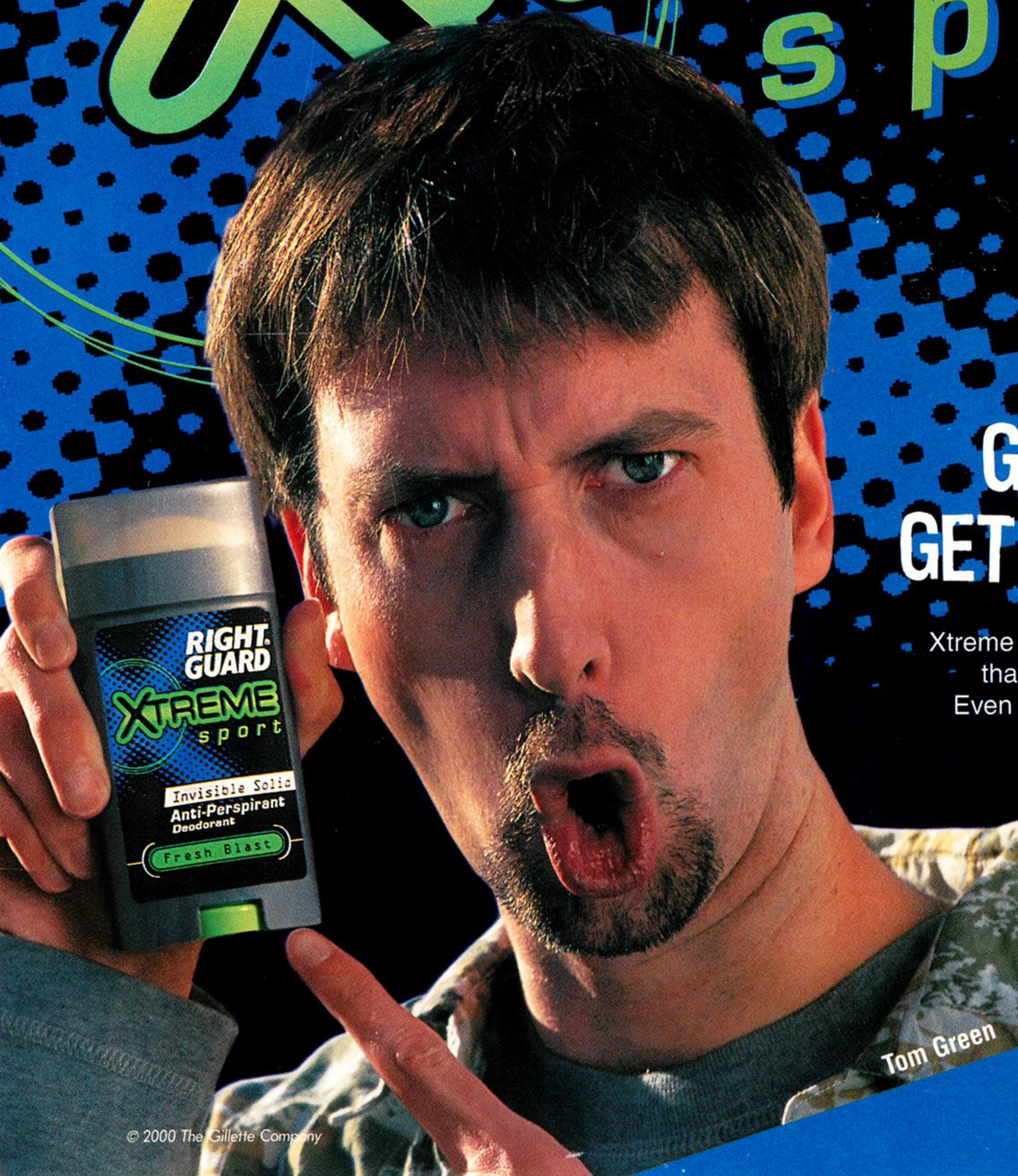
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